PRIMA'S OFFICIAL STRATEGY GUIDE

# THE X FILES™

## GAME

**EXCLUSIVE**
**Making of *The X-Files* Game**
**CD Included!**

**FULL-COLOR PHOTO GALLERY!**

Rick Barba

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**MINIMUM SYSTEM REQUIREMENTS:**

Macintosh-
PowerPC 90 MHz
Mac OS 7.6 or higher
16Mb RAM (32Mb recommended)
4 x CD-ROM
Hard drive with at least 12Mb free space.
640 x 480 display in thousands of colors
QuickTime 2.5

**To install The X-Files game preview on to your Macintosh:**

1. If not already installed, you need to install QuickTime 2.5 from the CD. (Double-click on the Installer found on the CD in the QuickTime Easy Install folder, then double-click on the QuickTime 2.5 Net: Install folder. Double-click on the QuickTime Install Disk 1 folder).
2. For best results, copy the entire CD to the root of a local drive. (If you do not have the available hard drive space, you can run the demo from the CD by double-clicking on "The X-Files" icon, but it is optimized to run from a hard drive.)
3. Set your computer to 640 x 480 resolution and millions (or thousands) of colors.
4. Double-click on "The X-Files" icon to run the preview.

**MINIMUM SYSTEM REQUIREMENTS:**

PC -
60 MHz Pentium processor or 100% compatible (90 MHz recommended)
Windows® 95 or higher
16Mb RAM (32Mb recommended)
4 x CD-ROM
Hard drive with at least 12Mb free space.
Windows® 95 compatible graphics card (640 x 480, 16 bit color)
Windows® 95 compatible sound card
Windows® 95 compatible mouse
QuickTime for Windows 2.1.2 or higher

**To install The X-Files game preview on to your PC:**

1. If not already installed, you need to install QuickTime 2.12 from the CD by running QTeasy32.exe.
2. For best results, copy the program to the root of drive C: (or another local drive). (If you do not have the available hard drive space, you can run the preview from the CD by double-clicking on "X-Files.exe" in the root folder, but it is optimized to run from a hard drive.)
3. Set your PC's screen resolution to 640 x 480 in true color millions (if true color millions is not available, use true color thousands).
4. Double-click on "X-Files.exe" to run the preview.

# THE X FILES™

## PRIMA'S OFFICIAL STRATEGY GUIDE

Rick Barba

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# INTRODUCTION

Welcome to the official strategy guide for one of the most eagerly awaited adventure games of the year. *The X-Files* is one of the great television success stories of the '90s, with a loyal audience whose Internet-based fanaticism is legendary. The show's spectacular success is built on the usual foundation of a good series — compelling stories, fine acting, star power (courtesy of David Duchovny and Gillian Anderson), and an overarching vision (X-philes call it the show's "mythology")— that pulls it all together.

Now all that comes to a computer screen near you.

As a game, *The X-Files* brings something original and irresistible to a familiar genre. It combines first-rate storytelling with the distinctive look and feel of the series, courtesy of the show's production company, Ten Thirteen Productions. Then it melds in seamless gameplay, with "puzzles" that make contextual sense and propel the story forward rather than toss obstacles in its path.

Of course, it's still a game. And that's where we come in. Deep Throat's dying words may have been "Trust no one," but the truth *is* out there. With the help of the game's creators at Fox Interactive and HyperBole Studios, we've unearthed that truth and packaged it right here for you.

# HOW TO USE THIS BOOK

This book is so easy to use it's almost embarrassing to explain how. Note, however, that it's no substitute for *The X-Files* game manual. As a "strategy guide," this book assumes you've read all the game's documentation and you're familiar with *The X-Files* game interface.

This guide comprises three main parts:

"Part 1: *The X-Files* Quick Reference" is an alphabetized list of the game's interesting items and major characters. Our advice: Don't read this section first! Instead, refer to it when you find unusual items in the game, items that seem to have no significance in terms of actual gameplay. Hard-core X-philes may find little here they don't already know. But casual fans of the show will get a peek at some of the game's in-jokes and visual references to episodes of the television series.

"Part 2: An Annotated Walkthrough" is a detailed, step-by-step solution path through the game. Scores of screen shots guide you visually through every significant event in this very cinematic game. The annotated walkthrough is divided into seven chapters, one for each game day. Use the table of contents to find the day and location at which your investigation is stalled; then turn to that section to get all the answers you seek.

What does "annotated" mean? In this case, it means you get more than just quick, mindless solutions: You get explanations of plot and/or puzzle logic. You get background information. You even get a few inside notes on the game design.

"Part 3: *The X-Files* 'Sweet Path'" is a straightforward, no-frills solution path through the game. This route gets you to a successful conclusion in the most direct and efficient manner, leaving many interesting plot nooks and interactive crannies unexplored. (By the way, "sweet path" is what the folks at Fox Interactive call the cheat sheet they sent us with the first burn of the beta software. We liked the term so much we borrowed it.)

DENY EVERYTHING

THE X FILES

# A Quick Reference

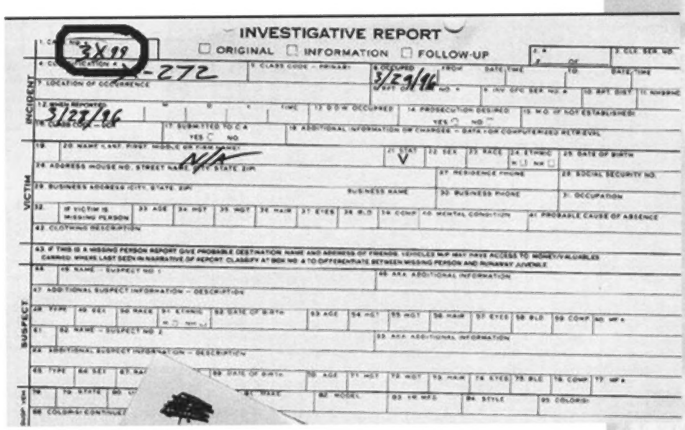
## PART 1
## *THE X-FILES*: A QUICK REFERENCE

Note that this guide is by no means comprehensive. For more expanded sources of information on *The X-Files* and related phenomena, consult the appended brief bibliography.

If you're not a fanatic watcher of all things *X-Files*, you may miss some of the sly references, in-jokes, and deeper connections to the *X-Files* mythology that punctuate this game. The following handy reference guide lists in alphabetical order some of the game items and characters that refer to elements of the television series and/or the *X-Files* universe.

### 3X99

This case file number in Agent Mulder's briefcase (found in his Comity Inn room) is the actual "episode designation" for *The X-Files* game, according to Ten Thirteen Productions.

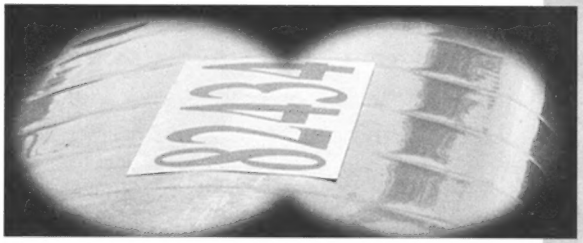

INVESTIGATIVE REPORT
ORIGINAL INFORMATION FOLLOW-UP
3X99
-272
3/29/96
3/27/96
N/A
INCIDENT
VICTIM
SUSPECT

## 1013

A special *X-Files* number that appears occasionally on the show. Chris Carter's production company, Ten Thirteen Productions, is named after his birthday, October 13. Note that 10/13 is the birthday of Special Agent Fox Mulder, as well.

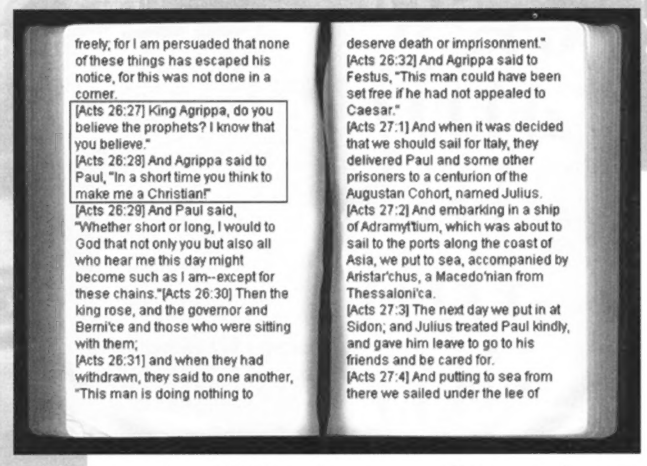
## 1121

This Fante County rural route address appears in a number of televised *X-Files* episodes, including Scully's digital clock readout (11:21 p.m.) near the end of the show's pilot episode. It refers to the birthday (November 21) of Chris Carter's wife, Dori.




## 82434

This is the number of the boxcar in which surgeons perform mysterious medical experiments in the game. Note its similarity to the number of the boxcar (82594) where Japanese doctors perform an alien autopsy in the "Nisei" episode (episode 3X09).



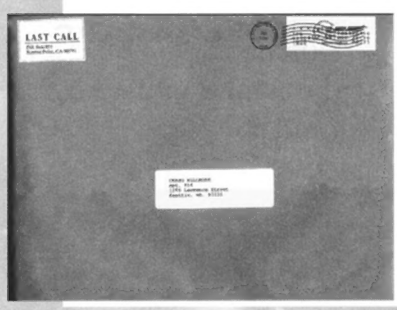
freely; for I am persuaded that none of these things has escaped his notice, for this was not done in a corner.
[Acts 26:27] King Agrippa, do you believe the prophets? I know that you believe."
[Acts 26:28] And Agrippa said to Paul, "In a short time you think to make me a Christian!"
[Acts 26:29] And Paul said, "Whether short or long, I would to God that not only you but also all who hear me this day might become such as I am--except for these chains."[Acts 26:30] Then the king rose, and the governor and Berni'ce and those who were sitting with them;
[Acts 26:31] and when they had withdrawn, they said to one another, "This man is doing nothing to deserve death or imprisonment."
[Acts 26:32] And Agrippa said to Festus, "This man could have been set free if he had not appealed to Caesar."
[Acts 27:1] And when it was decided that we should sail for Italy, they delivered Paul and some other prisoners to a centurion of the Augustan Cohort, named Julius.
[Acts 27:2] And embarking in a ship of Adramyt'tium, which was about to sail to the ports along the coast of Asia, we put to sea, accompanied by Aristar'chus, a Macedo'nian from Thessaloni'ca.
[Acts 27:3] The next day we put in at Sidon; and Julius treated Paul kindly, and gave him leave to go to his friends and be cared for.
[Acts 27:4] And putting to sea from there we sailed under the lee of

## AGRIPPA

Another tidbit: The name of Wong's boat is also the game's designated episode code name. You can also find a reference to "King Agrippa" in the bible in Scully's Comity Inn room.

## ASTADOURIAN, MARY

The name of Agent Willmore's Seattle Police Department partner is also that of the resident researcher/office manager for Ten Thirteen Productions (and Chris Carter's executive assistant) Mary Astadourian. Dedicated X-philes may also remember the Astadourian Lightning Observatory from the "D. P. O." episode (3X03).




## AUTHOR REJECTION

Agent Willmore's rejection notice from *Last Call* (on the futon sofa in his apartment living room) is an oblique reference to the Cigarette-Smoking Man, who in "Musings of a Cigarette-Smoking Man" (4X07) is revealed as a frustrated author

with a string of his own literary rejections. Note also that you can read the entire neo-Hemingway story, "Hum of the Earth," actually written by the game's co-designer and music director, Paul Hiaumet.

## BYERS

One of the three Lone Gunmen. (See also "Lone Gunmen.") The clean-cut, earnest, professorial Byers is an information systems genius; with his partner Langly, he can hack into many of the world's most sensitive computer systems. His first appearance, in the "E.B.E." episode (1X16), prompted one of our all-time favorite *X-Files* exchanges: Byers proclaims to Mulder, "Vladimir Zhirinovsky, the leader of the Russian Social Democrats, is being put into power by the most heinous and evil force in the 20th century." Mulder's response: "Barney?"

## CHINESE TILES

The odd tiles found on Wong's person and in his boat hearken back to the macabre Chinese lottery game played in the "Hell Money" episode (3X19). Each tile symbol represents one of the five Chinese elements. Each element, in turn, represents a body part.

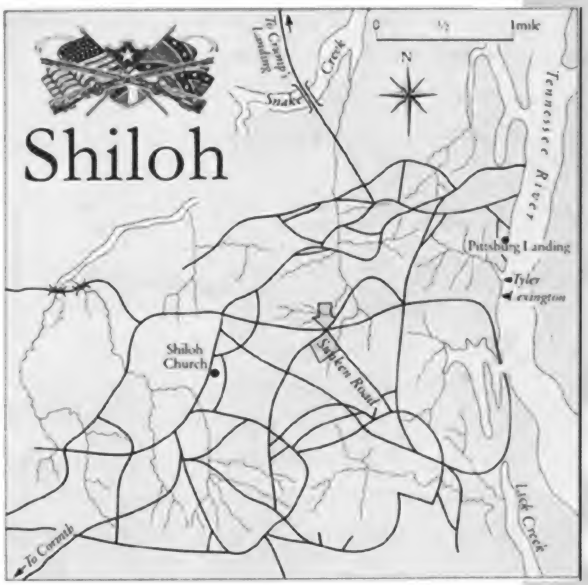
In the tile game (created for *The X-Files* by the show's props department), desperate men try to draw a winning tile. If they fail and draw an element tile, they must surrender the corresponding body part. In the "Hell Money" episode, a corrupt doctor manipulates the game to gain organ donors.

## CIGARETTE-SMOKING MAN

What's his real name? Nobody knows — and we mean *nobody*. As Assistant Director Skinner tells Agent Mulder in the "Talitha Cumi" episode (3X24), "These men don't have names." Cigarette-Smoking Man may or may not have been the assassin who killed JFK and Martin Luther King, Jr.; may or may not have put in the fix on the Buffalo Bills' Super Bowl appearances; may or may not have a long-standing, weighted relationship with Fox Mulder's mother.

## CIVIL WAR

Even a cursory exploration of Agent Willmore's office or apartment reveals his obvious fascination with the Civil War. This mirrors Mulder's experience in "The Field Where I Died" (4X05), one of the show's most powerful episodes. In that show, Mulder meets a woman, Melissa Riedel, who claims their souls were deeply connected in previous lives, including a life in which Mulder was Confederate soldier Sullivan Biddle.



## COMITY

The name of the Everett inn in the game was also the name of the Caryl County town featured in the "Syzygy" episode (3X13).

## "EAT THE CORN"

Here's an inside joke. The graffiti on the exterior wall of the Dockside Warehouse (facing the boat dock in back) is a reference to an off-color remark once overheard by Gillian Anderson. Apparently, a grip in *The X-Files* Vancouver crew suggested that one of his colleagues "eat the corn" from a substance excreted regularly by most mammals. Anderson found the remark darkly amusing, and is reported to have repeated it on occasion. For one unnamed episode — can you find it? — she even spray-painted the phrase (minus the scatological part) on a wall during decoration of a set that required graffiti.

## FAIRFIELD ZOO

A brochure in the Comity Inn directs you to the fun-filled Fairfield Zoo, featured in the "Fearful Symmetry" episode (2X18). The zoo was the site of animal abductions near a noted UFO hot spot. (See also "Sophie the Gorilla.")

## FROG

This item, found in Wong's boat cabin, is reminiscent of the frog that crawls out of the corpse's chest in *The X-Files* "Hell Money" episode (3X19).

## FROHIKE

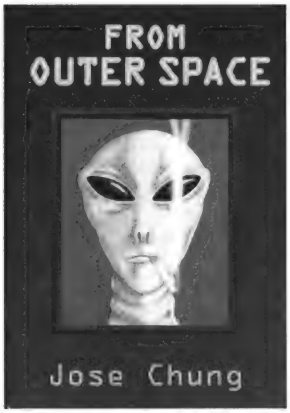
One of the three Lone Gunmen. (See also "Lone Gunmen.") Frohike is a photographic expert with a remarkable knowledge of special operations. Of course, he's best known for his lust for Agent Scully. Note in the game that when Agent Willmore learns the Lone Gunmen are Scully's friends, Frohike leans in and adds, "Some of us are more than just friends."

## HELL MONEY

This particular currency, found on James Wong's boat in the game, was featured in the "Hell Money" episode (3X19), where it was used to pay off spirits during the Festival of the Hungry Ghosts. This is based on actual Chinese tradition. During the Chinese New Year and on anniversaries of a relative's death, "hell money" is burned as a gift to the spirit world. (See also "Chinese Tiles.")

## HEUVELMANS LAKE

Did you take a closer look at the coffee mugs on Willmore's and Cook's desks at the FBI Field Office? They're souvenirs from Heuvelmans Lake, home of Big Blue the Southern Serpent in the *X-Files* "Quagmire" episode (3X22). Writer Kim Newton named the lake after Van Heuvels, the Dutch monster researcher whose book *In the Wake of the Sea Serpents* is considered the definitive text on lake monster sightings.




## JOSE CHUNG'S *FROM OUTER SPACE*

X-philes will recognize this book from the third-season episode of the same name (3X20). An author, Jose Chung (played by Charles Nelson Reilly), writes a nonfiction science fiction book about alien abductions starring FBI special agents "Diana Lesky" and "Reynard Muldrake" (described as "a ticking time bomb of insanity"). (Note that *reynard* is the French word for "fox.")

## JFK'S BRAIN

The flyer posted on the bulletin board at the King County Crime Lab refers to the mysterious (and actual) disappearance of assassinated U.S. president John F. Kennedy's brain following his autopsy. Conspiracy theorists (such as the Lone Gunmen) posit that a forensic examination of JFK's brain tissue would definitively prove the president was shot from the right-front — the infamous "Grassy Knoll" area — rather than from behind, where "patsy" Lee Harvey Oswald is alleged to have fired from the Texas School Depository building.

## KEYSTONE KOPS

If you click on any TV in the game, you'll see a wild clip of a Keystone Kops movie. This hearkens back to the "Syzygy" episode (3X13), in which Mulder and Scully's hotel room TVs mysteriously show the same Keystone Kops movie on every channel.

## LANGLY

One of the three Lone Gunmen. (See also "Lone Gunmen.") A technoid communications geek, Langly and his partner Byers can hack almost any computer system.

## LONE GUNMEN

Frohike, Byers, and Langly (left to right) first appeared in the "E.B.E." episode (1X16). These three conspiracy theorists are paranoid, somewhat manic, and yet right on the mark with many of their revelations (published in their newsletter, *The Magic Bullet*) about secret government sources. Their group name comes from the much-ridiculed "lone gunman theory," the Warren Commission's conclusion that Lee Harvey Oswald acted alone in killing President John F. Kennedy.

# THE MAGIC BULLET

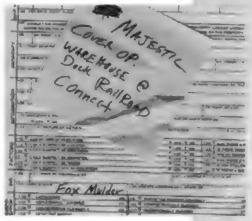
The Magic Bullet

UFO Activity in the Northwest

News From Deep Inside

You find a highly entertaining issue of this newsletter, published by the Lone Gunmen, in Agent Mulder's room at the Comity Inn. The title refers to a single bullet reported by the Warren Commission to have passed through President John F. Kennedy's throat and Texas Governor John Connally's torso, finally embedding in Connally's wrist bone — and then found almost completely intact on the governor's stretcher upon his arrival at Parkland Hospital. This bizarre hypothesis is the only way the commission could make their lone-gunman-three-shots theory hold water. Thus, conspiracy theorists have fondly dubbed it the "magic bullet."

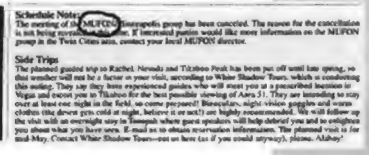
# MAJESTIC




The name of the game's mysterious shipping company echoes the name of the legendary "Majestic 12" papers allegedly compiled for the Truman administration after the supposed crash in 1947 of a UFO in Roswell, New Mexico. These papers are said to document the existence of a secret government organization whose mission is to conceal all evidence of contact with extraterrestrial life. The Lone Gunmen's newsletter *The Magic Bullet* describes Majestic as "the project control group responsible for security and intelligence and disinformation concerning alien presence here, answerable only to the president."

## MORLEY CIGARETTES

The brand of cigarette favored by Cigarette-Smoking Man, played by actor William B. Davis. (See "Cigarette-Smoking Man.")

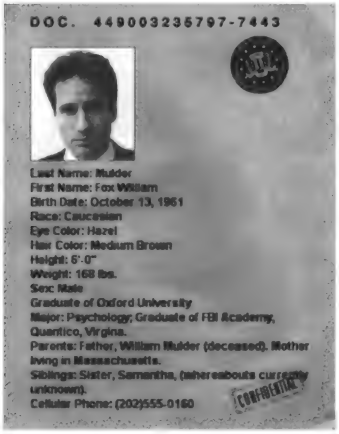


Schedule Notes:
The meeting of the MUFON Minneapolis group has been canceled. The reason for the cancellation is not being revealed at this time. If interested parties would like more information on the MUFON group in the Twin Cities area, contact your local MUFON director.

Side Trips
The planned guided trip to Rachel, Nevada and Tikaboo Peak has been put off until late spring, so that weather will not be a factor in your visit, according to White Shadow Tours, which is conducting this outing. They say they have experienced guides who will meet you at a prescribed location in Vegas and escort you to Tikaboo for the best possible viewing of Area 51. They are intending to stay over at least one night in the field, so come prepared! Binoculars, night-vision goggles and warm clothes (the desert gets cold at night, believe it or not!) are highly recommended. We will follow up the visit with an overnight stay in Tonopah where guest speakers will help debrief you and so enlighten you about what you have seen. E-mail us to obtain reservation information. The planned visit is for mid-May. Contact White Shadow Tours—not us here (as if you could anyway), please. Aloha!

## MUFON

Mentioned in *The Magic Bullet* newsletter, MUFON is the acronym for Mutual UFO Network, a support group of alien abductees who first appear in the "Nisei" episode (3X09) and reappear prominently in the dramatic "Memento Mori" episode (4X15).



DOC. 449003235797-7443

Last Name: Mulder
First Name: Fox William
Birth Date: October 13, 1961
Race: Caucasian
Eye Color: Hazel
Hair Color: Medium Brown
Height: 6'-0"
Weight: 168 lbs.
Sex: Male
Graduate of Oxford University
Major: Psychology; Graduate of FBI Academy, Quantico, Virgina.
Parents: Father, William Mulder (deceased). Mother living in Massachusetts.
Siblings: Sister, Samantha, (whereabouts currently unknown).
Cellular Phone: (202)555-0160

CONFIDENTIAL

## MULDER, FOX

Anyone even remotely familiar with *The X-Files* phenomenon knows Fox William Mulder. This file from his FBI dossier provides basic background information. His sister Samantha's mysterious abduction at age 8 has been a driving force behind his obsession with the X-Files section of the FBI.

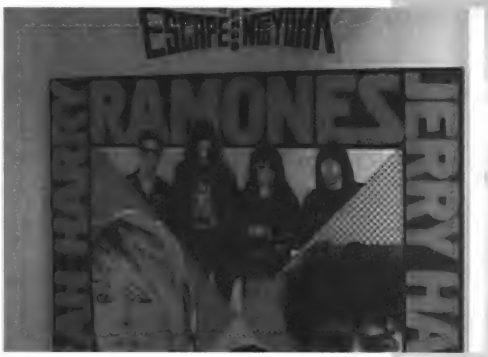
Other Mulder profile items:

- Badge Number: JTT047101111
- Height: 6 Feet
- Rank: Special Agent
- Marital Status: Unmarried
- Distinguishing Marks/Features: Mole on right cheek

## PENDRELL, SEAN

Named for a street in Vancouver, Agent Sean Pendrell is the hardworking investigator at the FBI Sci-Crime Lab who nurtures a crush on Agent Scully. (Doesn't everybody?) Played in the series by actor Brendan Beiser, Agent Pendrell was introduced in the "Nisei" episode (3X09) and appears in many third- and fourth-season episodes of *The X-Files*. Unfortunately, poor Pendrell takes a fatal bullet in the "Tempus Fugit" episode (4X17).

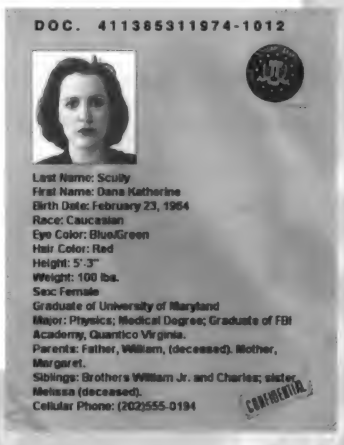
## RAMONES POSTERS




Yes, Agent Willmore is a Ramones fan. True fans of *The X-Files* know that Lone Gunman Langly often wears Ramones T-shirts and is a huge fan of the band.

## SCULLY, DANA

If you don't know who Dana Katherine Scully is, you're playing the wrong game, my friend. The backgrounder from her confidential FBI dossier gives you the basics, but let us add a bit of Scully trivia: She called her father, a navy captain, "Ahab." His nickname for her — "Starbuck." (If you don't recognize those names, you might want to check out Herman Melville's *Moby Dick*.)



Other Scully profile items:

- Rank: Special Agent
- Marital Status: Unmarried
- Distinguishing Marks/Features: None
- Senior Thesis: "Einstein's Twin Paradox: A New Interpretation"
- Medical Residency: Forensic pathology

## SEVERED HAND

Did you find the severed hand in the King County Medical Examiner's Lab? (It's in a jar on a shelf behind the autopsy table.) This scintillating sight recalls the "Tempus Fugit" and "Max" episodes (4X17/18) chronicling the crash of Flight 549, an airliner carrying 134 people, including famous UFO abductee Max Fenig. The Fox Network's Standards and Practices Department excised a brief shot of a severed hand from the crash-site footage. Could this be the same hand? Or has the original hand gone the way of JFK's brain? *Why is there such a conspiracy of silence about the hand?*

## SKINNER, WALTER S.

FBI Assistant Director Walter S. Skinner is Fox Mulder and Dana Scully's immediate supervisor. A tough, no-nonsense ex-Marine, he's developed a reluctant fondness for his unorthodox pair of agents working the X-Files section. Skinner often finds himself caught in the middle between Mulder and Scully's investigations and the dark, powerful operatives (Cigarette-Smoking Man foremost among them) seeking to undermine those investigations.

## SNOW GLOBES

A quick perusal of Armistead Shanks' office reveals that he's a great collector of snow globes. Do you remember an episode of *The X-Files* where a snow globe plays a prominent part? In "Memento Mori" (4X15), Agent Mulder and an accomplice try to hack into the computer system of the Center for Reproductive Medicine, but can't get around the password. Mulder finds a snow globe next to the monitor with the legend "Vegreville" printed on it — and that, of course, is the password. And in the "Dod Kalm" episode (2X19), a rapidly aging Scully finds that a "California" snow globe is the only remaining source of uncontaminated water on the U.S.S. Ardent. (The actual items in the game belong to Director/Designer Greg Roach, who admits to a fondness for cheesy snow globes.)

Sophie the Gorilla

## SOPHIE THE GORILLA

This famed Fairfield Zoo primate used American Sign Language in the "Fearful Symmetry" episode (2X18) to communicate key information about UFO animal abductions. (See also "Fairfield Zoo.")

## STILETTO

This type of alien blade makes its first *X-Files* appearance in the hands of the deadly alien bounty hunter in the two-part "Colony/End Game" episode (2X16/17). (During the second part, a clone of Mulder's sister Samantha reveals that the only way to kill the alien is to pierce the base of its skull.) The stiletto reappears in the final episode of the third season, "Talitha Cumi" (3X24). Mulder discovers it in a lamp where his mother concealed it.

## SUNFLOWER SEEDS

Did you notice the ashtray full of seed shells in Agent Mulder's Comity Inn room? Sunflower seeds are Mulder's snack of preference. He first discusses inheriting his father's taste for the seeds in the "Aubrey" episode (2X12). He also talks in his sleep about wanting sunflower seeds in the dramatic opening episode of the third season, "The Blessing Way" (3X01).

## SWEET POTATO PIE

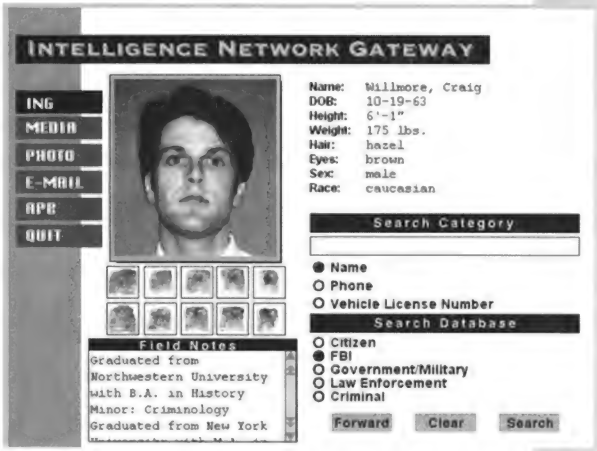
Did you check out this flyer for the Everett Diner in the alcove of Mulder's room at the Comity Inn? The ad for the diner's "world-famous sweet potato pie" brings back stomach-clenching memories of Agent Mulder wolfing down piece after piece of that same type of pie in a diner in "Jose Chung's *From Outer Space*" (3X20). Note also that if you dial the Everett Diner's phone number — 1-360-555-0177 — you get a recorded message touting the pie: "You can't eat just one piece!"

## VODKA AND ORANGE JUICE CONCENTRATE

Agent Mulder was first seen sipping this somewhat pathetic concoction — orange juice concentrate spooned into a vodka bottle — while killing time in another Comity motel room in the "Syzygy" episode (3X13).

## WILLMORE, CRAIG

Does the name Craig Willmore sound familiar? If you're a truly rabid X-phile, you remember it from the "Syzygy" episode (3X13). The two "aligned" high school girls, Terri and Margi, discuss a boy they dislike in the school gym. His name: Craig Willmore. *Hate him, hate him, wouldn't want to date him.* Are you listening, Detective Astadourian?




## WONG, JAMES

The game's tumor-riddled Chinese fisherman happens to share his name with one of the original series writers and co-executive producers. The real James Wong cowrote (with partner Glen Morgan) such memorable *X-Files* episodes as "Squeeze" (1X02, introducing the memorable Eugene Victor Tooms); "Ice" (1X07); "E.B.E." (1X16, introducing the Lone Gunmen); "Tooms" (1X20, introducing Assistant Director Skinner); "Little Green Men" (2X01), and "Die Hand Die Verletzt" (2X14).

## X

Played by Steven Williams, X is the shadowy high-level government source whose tense, edgy baritone subtly guides and manipulates agents Mulder and Scully in their pursuit of the truth. X makes his first *X-Files* appearance — in "The Host" (2X02) — with an anonymous phone call to Agent Mulder. His message: "You have a friend in the FBI." But is he a friend, or is he in league with dark powers? As always, the truth is far more complicated than simple categories can convey.

## YOGA WITH DAVID

Another inside joke. This flyer is posted on the bulletin board in the meeting room of the FBI Seattle Office. Hyperbole's Greg Roach, who designed the game and directed the live-action sequences, reports that David Duchovny is a yoga enthusiast, so the production team provided a yoga instructor for him on the Seattle set.

TRUST NO ONE

# THE X FILES

PART TWO

# AN ANNOTATED WALKTHROUGH

Welcome to the official, annotated walkthrough for the computer game millions of gamers have craved since *The X-Files* first wriggled its way into our paranoid hearts like so many oily black worms. Yes, the truth is out there. But it's also in *here*.

You, the player, guide the actions of Craig Willmore, a special agent of the FBI based in the bureau's Seattle Field Office. You could think of Willmore as a host and yourself as the alien entity who controls him. (If he gets out of hand, get the bees ready.)

The walkthrough that follows uses these simple abbreviations:

| | |
|---|---|
| F | Forward |
| L | Left |
| R | Right |
| U | Up |
| D | Down |

## A NOTE ABOUT "UBERVARIABLES"

One of the coolest things about HyperBole's powerful VirtualCinema game engine is its ability to monitor psychological variables. This makes for great replayability. Yes, attitudes count in *The X-Files*. Agent Willmore's demeanor toward certain characters in the game — in particular, Detective Mary Astadourian and Agent Mark Cook — affects their direct responses and later attitudes toward Willmore.

But that's not all. Willmore's own psychological state unfolds according to choices you make. His paranoia, his sense of loss, and his propensity to "believe" evolve from decisions you make in the game. The

game engine tags these psychological tracking choices with the term "UberVariables."

The three psychological attitudes monitored by the game are:

**1. Paranoia**

If your version of Agent Willmore follows the ultimate X-Maxim, "Trust No One," you may see some pretty spooky things in the course of your investigation — twitching corpses, shadowy followers, etc.

**2. Loss**

Agent Willmore is a divorced father in *The X-Files*. Does your Willmore spend time gazing at the bittersweet remnants of his marriage and fatherhood? If so, the notes and messages from his ex-wife Barbara soften significantly in tone.

**3. "The X-Track"**

Is your Willmore a Mulder-esque "True Believer" or is he more of a Scully-like skeptic? Your willingness to believe in the paranormal will enhance some of the choices and explanations available to Agent Willmore during the game.

## OTHER GENERAL TIPS

*The X-Files* provides several ways for you to deepen your understanding of events and other characters in the game.

## REVIEW YOUR FIELD NOTES

Access your PDA and click on the Pencil icon to regularly review Agent Willmore's field notes. These notes provide a thorough record of your activities; in some cases, they may offer clarification of certain aspects of your investigation. A good tactic: Read them after you visit each location.

## E-MAIL PERTINENT INFORMATION

Use e-mail to forward your field notes and/or interesting items found in your ING or Media Search databases to other characters—for example, to Assistant Director Skinner or Agent Cook—and those characters will respond (via e-mail) accordingly. This feature helps determine how Agent Cook and others behave toward you. It's also a great way to expand your understanding of the overarching story and of other characters.

By the way, you can access pictures of several members of the Fox Interactive and HyperBole Studios teams in the ING Criminal database in Agent Willmore's computers. Just type names from the game credits into the ING search engine to see some of the perpetrators.

# GAME OPENING

## SEATTLE, WASHINGTON

A rat sniffs a Morley brand cigarette butt among some old crates near a dock. Nearby, two FBI special agents—Fox Mulder and Dana Scully—approach a dilapidated warehouse. Mulder picks the door lock, enters with Scully, and discovers an odd black powder on the floor.

Suddenly, three gunmen, weapons blazing, burst through the doorway. Scully takes a shoulder hit and Mulder drags her to cover. Then a brilliant light radiates from above. We hear the gunmen's agonized screams.

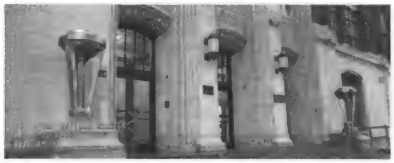
The light fades.

After a beat, Mulder pops up from behind a crate, his gun drawn. Nothing moves. He squints into the darkness at something...unsettling.

Welcome to *The X-Files.*

# DAY 1
# APRIL 2, 1996
## FBI FIELD OFFICE, SEATTLE
## 9:14 A.M.

The interactive part of the game begins with Agent Craig Willmore's arrival at work just four days after Mulder and Scully's disappearance.



### HALLWAY

Agent Willmore enters the building and runs into his office mate and fellow agent, Mark Cook.

- Select any emotion icon to respond to Agent Cook. Or just wait a few seconds. Cook will comment on your dim state of awareness.
- After Cook goes back into his office, go F, L to face into Willmore's office.
- Move the pointer over the desk chair in Willmore's office.
- When the pointer becomes the Action Hand pointer, click to sit at Willmore's desk.

*Fig. 1-1. This is the layout of the FBI's Seattle Field Office.*

## WILLMORE'S OFFICE

- Answer the phone, will you?
  Director Shanks wants Willmore to come to his office.
- Very important: Use the tape dispenser on the desk.
- Pick up Willmore's case files from the desktop.
- Examine the files.

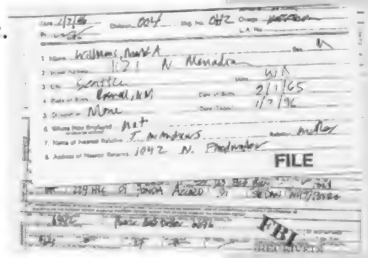



*Fig. 1-2. Grab those case files. Note the street address and place of birth of the suspect, Mark A. Williams.*
*(See "1121" in "Part 1: The X-Files Quick Reference.")*

- Look D to see the desk drawers.
- Open the drawer.

*Fig. 1-3. Don't forget to take these important law enforcement items from the drawer.*

- Get Willmore's FBI badge, handcuffs, and gun from the desk drawer; then look up.
- Go 2F, R, F, L, F to step into the meeting room.

## MEETING ROOM

- Turn L and click on the cabinet at left marked "Authorized Agents Only."
- Take all items—binoculars, lockpick, camera, flashlight, nightvision goggles, and evidence kit.

*Fig. 1-4. This cabinet holds critical tools necessary for success as a special agent of the FBI. Open it and take them all.*

- Close the cabinet.
- Go R, F and click the Action icon to exit through the meeting room door to Shanks's office door.
- Go F again, and you will go into Shanks's office.

## SHANKS'S OFFICE

Shanks introduces you to Assistant Director Walter Skinner, who describes the priority case—two missing FBI agents. He hands you a folder with background information and a photo of Mulder and Scully.

*Fig. 1-5. Shanks and Skinner have serious business to discuss with you, Agent Willmore.*

- Talk to Assistant Director Skinner.
- Ask all questions: In particular, ask what case Mulder and Scully were working on. Skinner gives you their travel requisition form.
- Examine the travel requisition form to learn Mulder and Scully set up base at the Comity Inn in nearby Everett, Washington.
- Talk to Shanks and ask all questions. He tells you to file an APB (All Points Bulletin) and hand off your current assignments to Agent Cook.
- Go 2L, F to end up in the hallway.

## HALLWAY

- Select any Emotion icon to respond to Cook. (My favorite is the "Mean" response.)
- Go 2F across the hallway into Cook's office.

## COOK'S OFFICE

- Talk to Agent Cook and ask what he's working on.
- You can ask Cook to put out the APB on Mulder and Scully, but it's more fun to do it yourself.

*Fig. 1-6. Agent Mark Cook is your friend and partner in everything from stakeouts to racquetball.*

Do you remember Deep Throat's dying words?

- Click Willmore's case files on Cook to hand them off. He's most grateful.
- Exit Cook's office.
- If you asked Cook to send the APB, Skinner waits for you in the hallway. After you meet him, you can use your PDA to travel to the Comity Inn.
- If you decide to send the APB yourself, return to Willmore's office.

## WILLMORE'S OFFICE

Complete the following steps if you chose to send the APB on Mulder and Scully yourself.

- Sit at the desk.
- Click twice on the computer to get the password screen.
- Under "Name," enter CRAIG WILLMORE.

*Fig. 1-7. This clue to Agent Willmore's computer password is tacked on his office bulletin board.*

- Under "Password," enter SHILOH. (The clue for this is on Willmore's bulletin board.)
- Click on "APB."
- Click on "Send."
- Click on "Quit."

- Step into the hallway to meet Skinner, who suggests you start at the Comity Inn. (This adds the Comity Inn to your PDA as a travel destination.)
- In inventory, click on your PDA.
- Click on Everett.
- Click on the Comity Inn (red dot at bottom). (See "Comity" in "Part 1: *The X-Files* Quick Reference.")

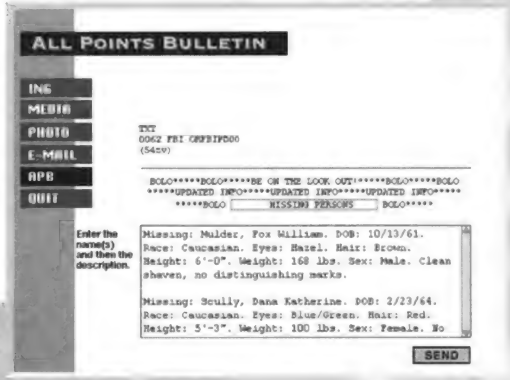



*Fig. 1-8. You can ask Cook to send the All Points Bulletin or show a little self-sufficiency and do it yourself.*

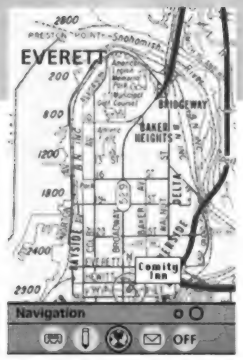



*Fig. 1-9. Use your handy PDA to travel to the Comity Inn in Everett, Washington.*

# COMITY INN
## EVERETT, WASHINGTON

### FRONT DESK

- Show your FBI badge to the desk clerk.
- For fun, ring the desk bell a couple of times.
- Talk to the clerk and ask all questions: In particular, get the info on Mulder and Scully's rental car and ask to see their rooms.

*Fig. 1-10. Flash your badge at the desk clerk to command a little more respect.*

The motel desk clerk describes Agent Mulder as "spooky." In fact, this is the very nickname he earned at the Quantico FBI Training Academy.

## MULDER'S ROOM

- Click on *The Magic Bullet* on the desk and read all the paranoia that's fit to print.

Note the various references to secret government projects and operations—Aquarius, Earthbound, Pounce, Boxcar, Acquiesce, and so on—and to "The Nation of the Third Eye."

- Check out the mess in the ashtray. (See "Sunflower seeds" in "Part 1: *The X-Files* Quick Reference.") Willmore will now receive a Phone Icon idea.
- Look at the open briefcase on the bed.
- Examine Mulder's investigative report.

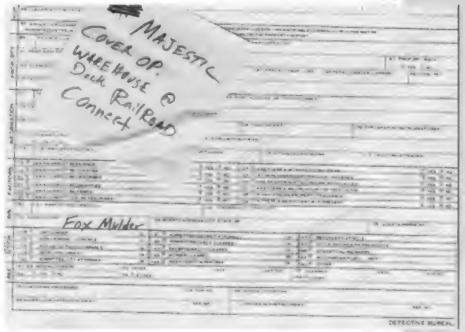



***Fig. 1-11. Looks like Mulder was interested in a dock warehouse with a railroad connection. (See "Majestic" in "Part 1: The X-Files Quick Reference.")***

*Aha*! Agent Mulder's report classifies his investigation as an X-File, case number 3X99. Note the info on the blue sticky note about a "Majestic cover op" and a "railroad connect" to a "warehouse @ dock." Hmmm.

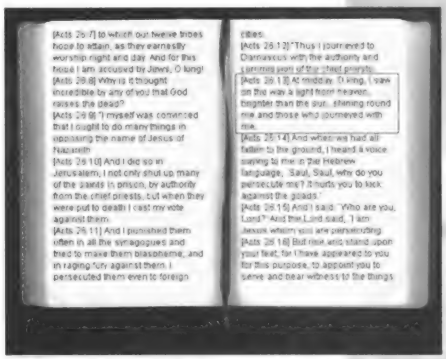
- Go F toward the front door and then turn left.
- Pick up the book *From Outer Space* by Jose Chung from the nightstand by the bed. (See "Jose Chung's *From Outer Space*" in "Part 1: *The X-Files* Quick Reference.")

*Fig. 1-12. Say, do you suppose Mulder made any phone calls from the motel?*

- Go F, L and turn on the TV. (See "Keystone Kops" in "Part 1: *The X-Files* Quick Reference.")
- Look at the vodka bottle atop the TV. (See "Vodka and orange juice concentrate" in "Part 1: *The X-Files* Quick Reference.")
- Go F through the door to Scully's room.

## SCULLY'S ROOM

- Go F toward Skinner, then turn L.
- Examine Scully's room Bible.
- Click on Scully's laptop computer for a close-up.
- Take Scully's laptop.



[Acts 26:7] to which our twelve tribes hope to attain, as they earnestly worship night and day. And for this hope I am accused by Jews, O king!
[Acts 26:8] Why is it thought incredible by any of you that God raises the dead?
[Acts 26:9] "I myself was convinced that I ought to do many things in opposing the name of Jesus of Nazareth.
[Acts 26:10] And I did so in Jerusalem; I not only shut up many of the saints in prison, by authority from the chief priests, but when they were put to death I cast my vote against them.
[Acts 26:11] And I punished them often in all the synagogues and tried to make them blaspheme, and in raging fury against them I persecuted them even to foreign cities.
[Acts 26:12] "Thus I journeyed to Damascus with the authority and commission of the chief priests.
[Acts 26:13] At midday, O king, I saw on the way a light from heaven, brighter than the sun, shining round me and those who journeyed with me.
[Acts 26:14] And when we had all fallen to the ground, I heard a voice saying to me in the Hebrew language, 'Saul, Saul, why do you persecute me? It hurts you to kick against the goads.'
[Acts 26:15] And I said, 'Who art you, Lord?' And the Lord said, 'I am Jesus whom you are persecuting.
[Acts 26:16] But rise and stand upon your feet; for I have appeared to you for this purpose, to appoint you to serve and bear witness to the things

*Fig. 1-13. Note the Acts passage (outlined in the foregoing steps) on the page marked by Scully. Then nab her laptop.*

- Turn R and talk to Skinner.
- Click on the Phone Idea icon at the top of the screen. Willmore suggests checking the log of outgoing calls.
- Ask all other questions.
- Use the door behind Skinner to exit into the parking lot.
- Click on the office door to approach the front desk.

## FRONT DESK

- Talk to the clerk.
- Click on the Phone Idea icon to get a record of outgoing calls by Mulder and Scully.

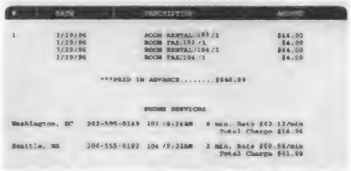


*Fig. 1-14. Use the Phone Idea icon to get a list of Mulder and Scully's outgoing phone calls from the clerk.*

- Click on the record for a close-up.
- Note the two numbers called: 202-555-0149 in Washington, DC, and 206-555-0182 in Seattle.
- Use your cell phone to call the Washington, DC, number and enjoy a brief conversation with Frohike. Make sure to dial "1" first—it's long-distance. (See "Frohike" in "Part 1: *The X-Files* Quick Reference.")
- Call the Seattle number. No answer.
- Use your PDA to travel back to the FBI Field Office in Seattle.

## FIELD OFFICE

When you arrive, Skinner tells you he'll be reviewing his notes in the meeting room. Go F, L, F into Willmore's office. Note that when Willmore enters his office, he sets Scully's laptop computer on a side table.

## WILLMORE'S OFFICE

- Sit at the desk.
- Pick up and read the letter from Willmore's ex-wife. This letter only appears when "indifferent" was chosen at the start of the game.
- Access Willmore's computer (password SHILOH).
- Click on "ING" (Intelligence Network Gateway).
- Under "Search Category," click on the Phone button and enter the Seattle phone number, 206-555-0182.
- Click on "Search." An address appears and a new location (Dockside Warehouse) appears on your PDA travel list for Seattle.

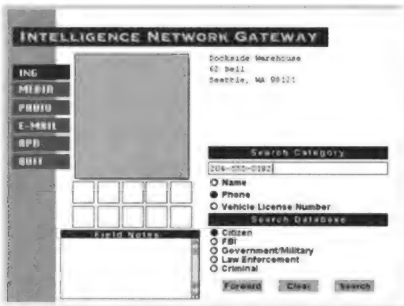


*Fig. 1-15. Trace the Seattle number called from Mulder's motel room to learn the location of the Dockside Warehouse.*

If you select the "Criminal" files in the ING, and type in the name of any Fox Interactive or HyperBole staff member, you get a bio and photo of that person.

- Click on "Quit."
- Use your PDA to travel to the Dockside Warehouse in Seattle.

# DOCKSIDE WAREHOUSE
## SEATTLE, WASHINGTON

### FRONT OF WAREHOUSE

Look familiar? Yes, this is the same warehouse you saw in the game's introductory sequence, the place where gunmen attacked Mulder and Scully. Let's find evidence of that event, shall we?

- Approach Skinner to see the lock on the warehouse door.
- Use the lockpick on the door lock.
- Open the door.
- In-game joke: you can also pick at the lock with the Jose Chung book.

You can pick the lock on either the front door or the back door of the warehouse.

### WAREHOUSE INTERIOR

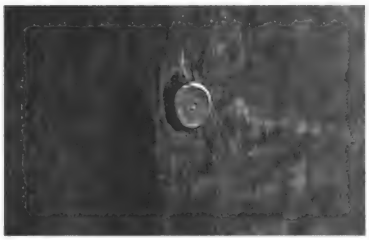
Inside, you must collect various items using your FBI evidence kit. The following steps outline the route to each item. For consistency, each route starts just inside the front doors of the warehouse.

*Fig. 1-16. Use this evidence kit to collect unusual items you find in the warehouse.*

*To get blood and bullet evidence:*

- From the warehouse front door, go F, R, F, L, and look down.
- Click on the bloodstain on the floor for a close-up.
- In inventory, click once on the evidence kit.
- Move the evidence kit over the bloodstain and click to collect a sample.

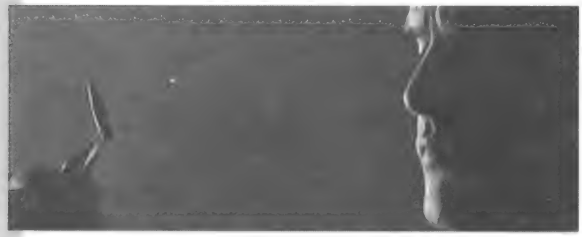
***Fig. 1-17. Find the blood on the warehouse floor and gather a sample with your evidence kit. Then pluck that bullet from the nearby post.***



- After Willmore reports to Skinner, move the pointer over the post at right until it becomes the Eye pointer.
- Click twice to get a close-up of a bullet embedded in the post.
- Again, use the evidence kit to extract the bullet.

*To find the cigarette butt:*

- From the warehouse front door, go 2F, R, 2F, R, and look at the floor (lower left, near the bottom of the screen).



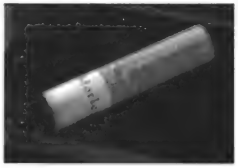


***Fig. 1-18. Look, a Morley cigarette butt. Know anybody who smokes that brand?***

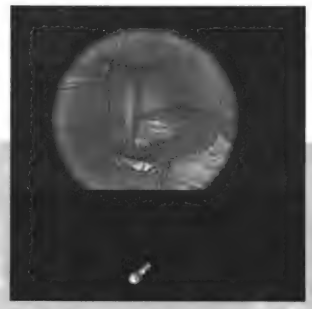
- Click on the cigarette butt for a close-up.
- Collect the butt with the evidence kit.

You don't have to find the cigarette butt to successfully complete the game.

*To open the crate:*

- From the warehouse door, go 3F, L, 3F to enter the warehouse office.
- Activate your flashlight.
- Continue 4F up the stairs to the second floor.
- Click on the toolbox near the bottom of the screen. Agent Willmore approaches it and borrows a crowbar.

***Fig. 1-19. It's dark upstairs, so use your flashlight to find the crowbar in the toolbox.***



- Go R, 2F, D, 2F to return to the office and see Skinner, who says, "This phone is DOA."
- Go 4F, R, 2F, and look D at the crates (near the front door).
- Click on the crates for a close-up.
- Use the crowbar to open the crate.
- Use the evidence kit to collect a sample of black powder from crate.

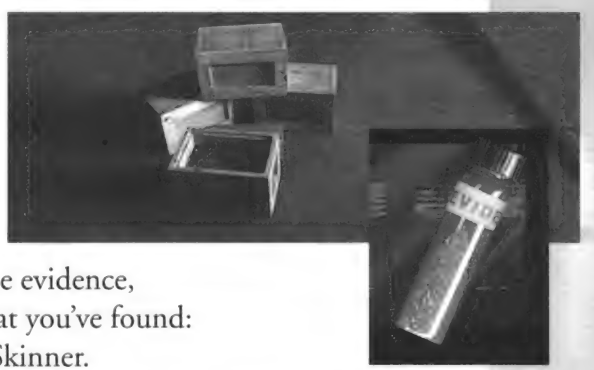


*Fig. 1-20. Use the crowbar you found upstairs to pry open these crates. Then collect a sample of the strange black powder.*

Now that you've collected the evidence, you should report to Skinner on what you've found:

- Return to the office and talk to Skinner.
- Ask all questions and use all Idea icons—Blood, Black Powder, Morley Butt—on Skinner to get his reactions.
- Go 7F, R, F, L and open the back door to exit the warehouse.

## BOAT DOCK (BACK OF WAREHOUSE)

- Go L, F, R, F, 2R, F, L to face the man (James Wong) washing his boat.
- Use your FBI badge on Wong.
- Talk to Wong and ask all questions.

Try offering Wong the Jose Chung book, *From Outer Space*, if you have it.

*Fig. 1-21. James Wong seems to know more than he's telling.*

- Use the Fish Stocks Idea icon on Wong.
- Return to front of the warehouse—go L, F, 2L, U, F, L, 2F, R, F to meet Skinner at the car. He points out a sedan that's been following you.
- Go F once.
- Click on your camera. Willmore snaps a photo of the sedan as it screeches away.
- Use your PDA to travel to the Crime Lab in Seattle.

*Fig. 1-22. Snap a few photos of that dark sedan and watch it take off.*

## KING COUNTY CRIME LAB
### SEATTLE, WASHINGTON

- Talk to John Amis and ask all questions.
- Click on all Evidence icons to give Willmore's items—Blood, Bullet, Black Powder, Morley Butt—to Amis for analysis.
- Use your PDA to travel back to the Field Office in Seattle.

*Fig. 1-23. Run your evidence by John Amis in the Crime Lab. He just loves a good slug.*

## FIELD OFFICE

- Go to the meeting room and talk to Skinner.
- Ask all questions and use all Evidence icons to trigger Skinner's return to Washington, DC.

Skinner takes a sample of the warehouse blood to be analyzed at the FBI's Sci-Crime Lab back in Washington, DC. Note his directive to keep the warehouse under surveillance.

- Exit the meeting room into the hallway.
- Go to Willmore's office.

## WILLMORE'S OFFICE

- Sit at Willmore's desk to trigger Cook's entry. (Cook appears only after you talk to Skinner in the meeting room.)
- Talk to Cook using any dialogue path. Cook offers to call the Computer Crime Division to run a check on Scully's laptop. If you agree, he takes the laptop and puts it in the evidence cabinet.

*Fig. 1-24. Talk to Skinner in the meeting room to trigger his departure for headquarters in Washington, DC.*

Optional: After Cook leaves, access Willmore's computer (password SHILOH) and run a background check on James Wong. Here's how:

1. Click on "ING."
2. Under "Search Category," type WONG.
3. Under "Search Database," click on "Criminal."
4. Click on "Search."

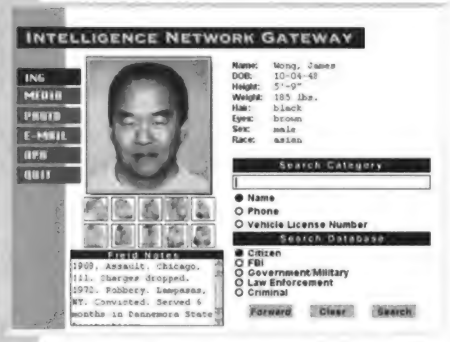



*Fig. 1-25. Not pretty, is it?*

You can also run a search on the sedan that followed you to the warehouse. Here's how:

1. Click on "Photo."
2. You must first download the picture from your digital camera by clicking "Download."
3. Click on the thumbnail that shows the sedan's license plate for an enlargement in the corner.
4. Note the plate number: 240 EAK.
5. Click on "ING."
6. Under "Search Category," type 240 EAK and select "Vehicle License Number."
7. Under "Search Database," select "Government/Military."

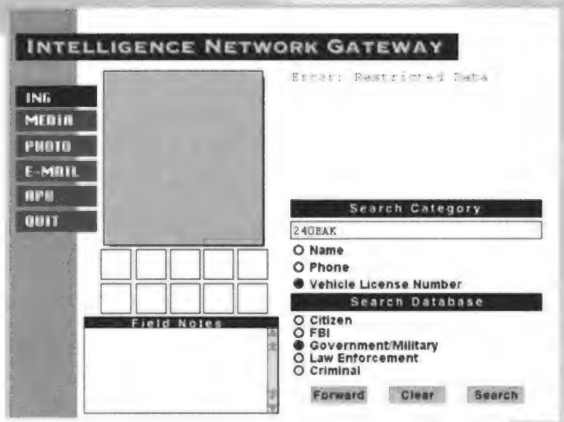



*Fig. 1-26. Why is the data on that government sedan restricted?*

Uh-oh. Restricted data. Skinner fears an underworld connection, but this connection looks to be well above ground.

- Exit the office. If you didn't ask Cook to run the computer check on Scully's laptop, Willmore puts it in the evidence cabinet.
- Use your PDA to travel back to the Dockside Warehouse in Seattle.

## DOCKSIDE WAREHOUSE

A dark car arrives and some spooky-looking fellows haul a big crate through the front door of the warehouse. Let's sneak around back and see what they're up to.

- Warning: *Don't leave your hiding place until the intruders enter the warehouse and close the door!*
- Go F, R, 2F, L, F, L to the warehouse's back door.
- Pick the lock with your lockpick.
- Open the door to enter.
- Go R, F, L, 2F to see the suspicious activity.

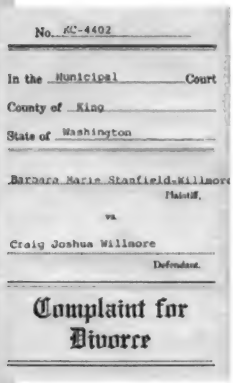
- Click on your binoculars for a close-up view of the men loading items into their crate from a hidden storage compartment in the floor.
- Go F, L, F, 2R, and look D to see the blood stain again.
- Click on the spot to the left of the blood stain. Agent Willmore opens and examines the now-empty compartment.
- Use your PDA to travel to your Apartment in Seattle.

*Fig. 1-27. Don't bother the men in the dark car, or Willmore is dead meat.*

## EAVELYN APARTMENTS
### SEATTLE, WASHINGTON

- Click on the apartment door to enter.
- Go F and try the TV. More Kops!
- Turn 2L and examine the detritus of Willmore's failures littering the futon sofa.

Looks like Agent Willmore is trying to be a writer. A quick perusal of the rooms reveals Willmore's other abiding interests—the Ramones, the Civil War, and above all, his daughter Elizabeth.


No. KC-4402

In the Municipal Court

County of King

State of Washington

Barbara Marie Stanfield-Willmore
Plaintiff,

vs.

Craig Joshua Willmore
Defendant.

Complaint for Divorce

*Fig. 1-28. Divorce decrees and other sad remnants of a previous life dot Willmore's apartment.*

- For fun, turn the stereo (just under the Kronos Quartet poster) on and off a few times. It cycles through some songs by Moon:
  - Flying
  - Rain Rain
  - UFO... Soul Control
- Turn left and follow the hallway to the bedroom.
- Check out those wild FBI ties on the dresser.
- Before you hit the sack, get to know Agent Willmore better. Rifle through his journal on the nightstand next to the bed.
- Click on the bed to sleep.

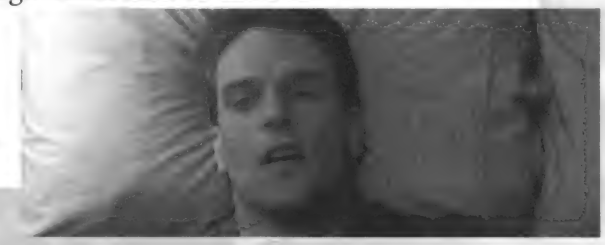


*Fig. 1-29. Willmore hits the pillow like a box of lead. Goodnight, Craig.*

# APRIL 3, 1996

## WILLMORE'S APARTMENT

- After the alarm clock jolts you awake, stagger into the bathroom and take a peek at yourself in the mirror. What a guy!
- Use the PDA to travel to the Seattle Field Office.

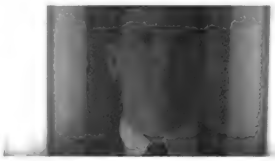


*Fig. 2-1. Damn, you look good. OK, go solve crimes.*

## FIELD OFFICE

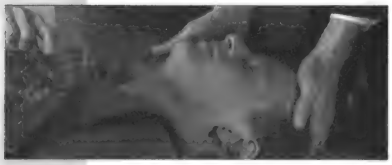


*Fig. 2-2. Look, Cook's lying on the floor. Say, that's not blood dripping from his ear, is it?*

- Click on Cook to revive him.
- Look in the evidence cabinet to discover Scully's laptop computer is missing.
- When the phone rings, go into Willmore's office.

### WILLMORE'S OFFICE

- Sit at the desk.
- Answer the phone. Agent Pendrell reports from the Sci-Crime Lab in Washington, D.C.

*Fig. 2-3. They took Scully's laptop!*

*Fig. 2-4. Then Agent Pendrell phones with news from the Sci-Crime Lab. What next?*

Bad news: The blood on the warehouse floor is from Agent Scully. Now her laptop's gone, too. Could anything else go wrong? You bet! Cook appears with news of Wong's murder. Maybe you should call it a day.

- After Cook appears with the news of Wong's death, ask Cook all questions.
- Think back. Did you tell your buddy Cook about Wong? Maybe you just forgot. Maybe not.
- Use the PDA to travel to the Dockside Warehouse in Seattle.

# DOCKSIDE WAREHOUSE, SEATTLE

## 9:51 AM

### BOAT DOCK

- Show your FBI badge to Officer Mendoza.
- Talk to the medical examiner (the man on the right). Ask all questions.

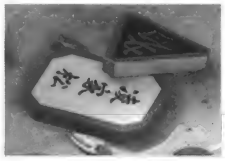


*Fig. 2-5.* Smoke Morley, the preferred brand of professional assassins. *After you peruse the crime scene, grill the droll medical examiner about Wong's murder.*

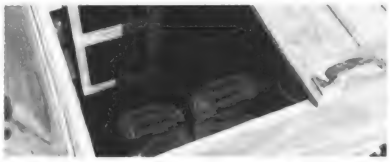
- Talk to the photographer (at left). He doesn't know much, but ask all questions, anyway.
- Go L, F to approach Detective Mary Astadourian of the Seattle Police Department.
- Talk to Astadourian. Tell her about the missing FBI agents. She appreciates your candor and will prove a valuable ally in your ongoing investigation.
- Ask all other questions.

*Fig. 2-6. OK, the classic* X-Files *attitude is "Trust No One." But tell Detective Astadourian about the missing FBI agents.*

## WONG'S BOAT: THE AGRIPPA

Willmore and Astadourian board the *Agrippa* and examine the hold, which reveals no container for caught fish. Suspicious, eh? This adds the Wong Idea icon to your idea list.

*Fig. 2-7. All aboard the* Agrippa. *Hey, where are the fish?*



## MAIN DECK

- After you board the boat, talk to Astadourian and ask both questions.
- Go F through the cabin door.

## CABIN

Go ahead. Examine all the weird, exotic items in the cabin. Most are merely interesting — candles, dead frogs, and the like — but not pertinent.

- Look D and click on the stack of bank notes. Do you think robbers would leave that behind?
- Turn L and click on the yellow *Tarakan* slicker. This gives you the Slicker Idea icon.

*Fig. 2-8. What the hell kind of money is this?*

- Turn right twice and open the cabinet door.
- Click on the drugs in the cabinet.
- Go R, F to exit the boat cabin.

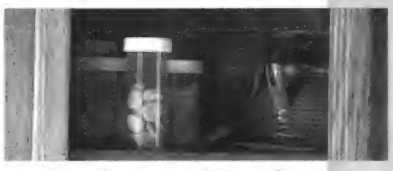


*Fig. 2-9. Pick up the slicker and listen to the scary mood music. Must be a clue. Same with the drug vials in the cabinet.*

## MAIN DECK/DOCKSIDE

- Turn 2R and talk to Detective Astadourian.
- Use the Slicker and Wong's Drugs Idea icons.

After you talk to Astadourian, the medical examiner hauls off Wong's body and the Harbor Master returns with a couple of mugs of good Seattle coffee.

- Go R, F, R to face the Harbor Master on the dock.
- Talk to the Harbor Master.
- Ask all questions and use all four available Idea icons — Slicker, Wong, Fish Stocks, Warehouse.

Well, the Harbor Master seems like a nice guy. He knows about the *Tarakan*, an ocean-going tug that recently burned at sea, and about its owner, Majestic Shipping. Wait — could this be the same "Majestic" noted by Mulder in his investigative report? Let's go check out the boat.

- Click on your PDA.
- In Seattle, travel to the *Tarakan*.

***Fig. 2-10. The Harbor Master offers coffee and lots of good information. He even knows about the*** Tarakan.

## CAMDEN IMPOUND DOCK: THE *TARAKAN*

- Look U and note the upper deck. Weird! Everything's melted and burned in one spot.
- Go L, F, R to face the gangplank.

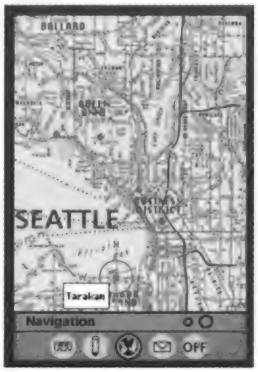


*Fig. 2-11. Willmore's right. How could such a localized burn wipe out the entire crew?*

## TARAKAN MAIN DECK

- From the bottom of the gangplank, go F, R, F, and click on the open hatch at right. You should see the sign that reads DILARANG MASUK KECUALI CREW. This is the entry to the hold.
- Go F, R, D to enter the hold.

*Fig. 2-12. From the Tarakan main deck, go through the doorway at right to enter the hold.*

## TARAKAN HOLD

- From the bottom of the stairs, go 2F, R, F, and look down to see the crates.
- Click on one of the crates for a close-up of the strange black eagle logo.

*Fig. 2-13. There's a black dragon on the crates in the hold. It must mean something.*

- From the crates, turn L and go 3F to see the box. Hear that pulsing, scary music?
- Open the box to see the sphere.
- Take the sphere. (It appears in inventory with your evidence kit.)

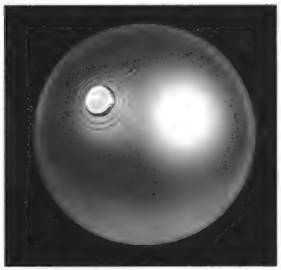


*Fig. 2-14. My God! The Russians are smuggling bowling balls into America!*

- From the box, turn L, 3F, R, F, L, 2F, U, F, L, F to exit the hold.
- From the hold doorway, go R, F, L and click on the open passage to see another CREW sign on a door below.
- Click on the door to enter the crew cabin area.

## CREW CABINS (UPPER DECK)

- From the bottom of the stairs, go U, 2F to enter the first (right) cabin.
- Pick up and examine the Russian captain's journal on the table. It's in Cyrillic, of course. (When you close the journal, it appears in the inventory with your evidence kit.)
- Go R, F, and exit the first cabin.
- Go F again to enter the second (left) cabin.
- Turn R and look D to see the open safe.
- Click on the safe for a close-up.
- Take the payroll log.
- Go R, F to exit the second cabin.
- Go R, F to the exterior door.
- Open the door to step out onto the upper deck walkway.

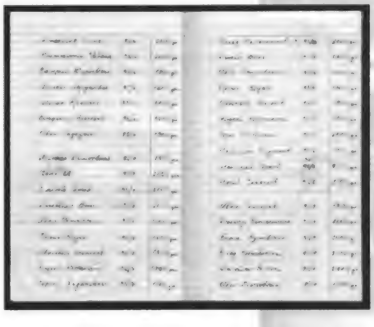
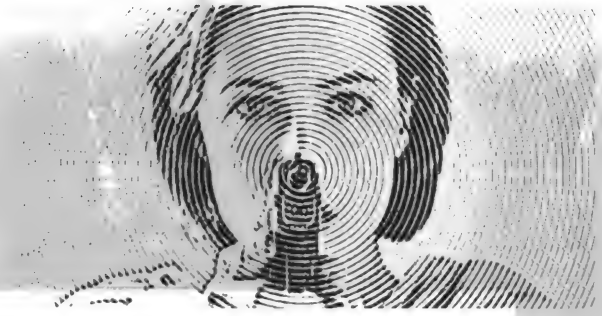


*Fig. 2-15. Look in that open safe for the* Tarakan *payroll log. Like the captain's journal, it's written in Cyrillic.*



## UPPER DECK WALKWAY

- Nice view! Turn L and go F (not U) past the stairs.
- Turn L to see the burned section of the port-side deck.
- Note the eerie white figures on the hull. This gives you the White Shadows Idea icon for later.

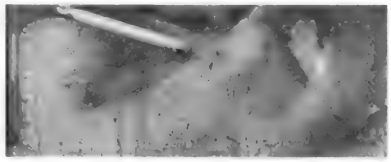


*Fig. 2-16. Check out those human figures silhouetted in white on the hull.*

- Turn L again to face the stairs. (You can also return to the interior stairs in the corridor just outside the crew cabins.)
- At the stairs, go U, 2F, L, and open the door to the wheelhouse.

## WHEELHOUSE

- Go 2F, L to find Detective Astadourian.
- Before you talk to Astadourian, click on the fresh set of prints on the table next to her. (Click twice for a close-up.)
- Use your cellular phone to call John Amis. First, click on the phone in the inventory.
- Click on Menu and scroll to Amis's number.
- Click on the green dial button. Willmore makes the call and asks Amis to lift the fresh set of prints.
- Talk to Astadourian and use the Payroll Log Idea icon.

*Fig. 2-17. Find that fresh set of prints, and then use your cell phone to call in Amis for a "lift."*

*Fig. 2-18.*

You have a choice of attitudes regarding a translation of the log. We suggest you either share your evidence, or at least ask nicely if the Bureau can handle it. (If you pull rank, you'll be labeled a jerk.)

- Use the Lead Sphere Idea icon.
- Use the White Shadows Idea icon. Willmore takes Astadourian down to show her the shadows. Note what they remind her of.
- Return upstairs to the wheelhouse.
- Approach Astadourian again. Officer Mendoza arrives with news from the coroner.
- Use your PDA to travel to the Coroner's Office in Seattle.

# KING COUNTY MEDICAL EXAMINER'S OFFICE
## KING COUNTY, WASHINGTON

What a neat place! Browse around. Take in the sights and odors. Kids, can you find the severed hand? (See "Severed hand" in Part 1: *The X-Files* Quick Reference.)

- Enter the autopsy room.
- Click on the organ trays to the right of the coroner for an appetizing close-up.

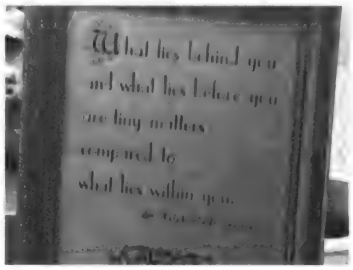


*Fig. 2-19. Coroner Truitt seems like a no-nonsense gal, but her Emerson quote is a real hoot if you think about it.*

- Click on the slug near the trays. Willmore asks to take it for analysis, and it appears with your evidence kit in the inventory.
- Talk to the coroner and ask all questions. You learn that Wong was riddled with malignant tumors.

Click on Wong. Did he twitch? If so, you're going down the Paranoia track. (See "UberVariables" in the introduction to Part 2.)

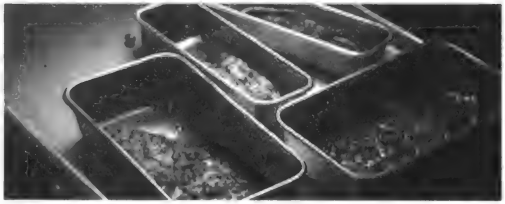


*Fig. 2-20. Meat loaf, anyone? Don't forget to grab that spent slug near the trays.*

When you ask what could have caused cancer like that, Truitt suggests a massive carcinogenic exposure — radioactive materials, for example. As you might expect, this statement triggers the appearance of the Tarakan Idea icon.

- Use the Wong's Drugs Idea icon on the coroner.
- Use the Tarakan Idea icon on the coroner.

Here you get an unexpected jolt of knowledge. Two other FBI agents, a man and a woman, were here recently asking Truitt about the *Tarakan* crewmen. In fact, they ordered the bodies exhumed and the FBI woman performed a second autopsy. Now who do you suppose these agents were?

- Select "Who were the FBI agents?" Eventually, the coroner offers to show you the exhumed *Tarakan* c

***Fig. 2-21. Sure, she's upset. I don't like it when people take my exhumed bodies, either.***

- Talk to Astadourian and ask any question. Eventually, she disgorges her theory about smuggling...and Willmore gets himself a new partner.
- Travel to the Seattle Crime Lab.

## KING COUNTY CRIME LAB

Walk in on John Amis while he's reading a comic book!

***Fig. 2-22. More evidence for Amis.***

- Talk to Amis and ask all questions.
- Use the Fingerprints Idea icon.
- Give Amis all evidence — Lead Sphere, Captain's Journal and Payroll Log (if not handled by Astadourian's SPD translator), and Bullet.
- Travel to Willmore's apartment in Seattle.

## WILLMORE'S APARTMENT

- Go F, L, F to approach the work desk.
- Click on the phone to get your messages, including one from Amis regarding the fingerprints.
- Log onto Willmore's computer. (Remember, his password is SHILOH.)
- Click on "E-Mail."
- Click on the e-mail message from John Amis.
- Click on the flashing paper clip icon (TARAKAN.DAT) at bottom to download the attached file and bring up the ING interface.
- Under "Search Database," click on the FBI button.
- Click on "Search." *It's Agent Cook!*
- Click on "Quit." When you log off the computer, someone knocks on the door.

- Go to the door and open it. Guess who?
- Select any Emotion icon to respond to his accusations.
- Ask Cook all questions.

*Fig. 2-23. Uh-oh. What are Cook's fingerprints doing on the* Tarakan?

- Use the Fingerprints Idea icon on Cook. This triggers a paranoid monologue by your agent buddy.
- Travel to the Dockside Warehouse in Seattle.

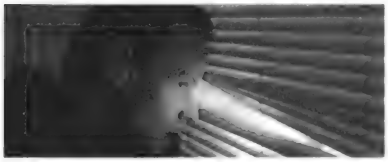


*Fig. 2-24. Agent Cook is a little edgy. He thinks guys are following him. Preposterous!*

## DOCKSIDE WAREHOUSE

From your super-secret stakeout spot you can see a large hauling truck parked by the warehouse door. Time to investigate.

- Approach the truck and enter the cab on the driver's side.
- Turn R and click on the glove compartment to open it.
- Look in the glove compartment for a close-up.
- Grab the scrap of paper with the address: RR#1121, 82434. (See "1121" in "Part 1: *The X-Files* Quick Reference.")

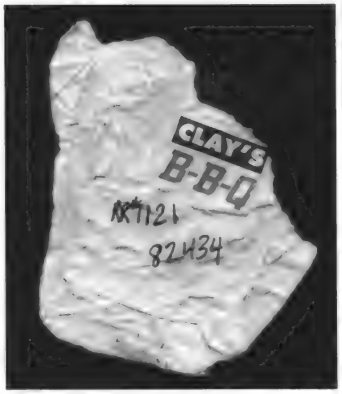



*Fig. 2-25. Sneak into that big truck and rifle the glove compartment for the scrap with the rural route address.*

Don't start the engine!

- Quickly! Get out of the truck cab on the passenger's side.
- Travel to Willmore's apartment.

## WILLMORE'S APARTMENT

- Go into the bedroom.
- Sleep.

# Day Three

## APRIL 4, 1996

## WILLMORE'S APARTMENT

It's always pleasant to awaken to pounding on the door. Willmore automatically answers the knock, letting in Detective Astadourian. She's pretty excited, and she has big news.

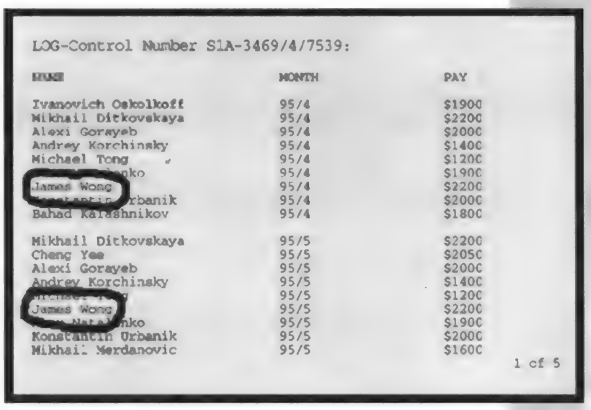
*Fig. 3-1. Good morning, Craig. Want to start off your day with some gruesome burn footage?*

- Talk to Astadourian and ask all questions.
- After you ask the last question, the videotape of the "thing" plays automatically.

Pretty standard surveillance stuff. There's Mulder's rental car. There's the driver, emerging. (Is it Mulder? Willmore assumes so, but *X-Files* fans will watch the videotape over and over and, after much debate, conclude that no, it is not Mulder.) Now there's the truck guy from the warehouse last night. And look — there's a high-intensity burst of radioactivity emitting from the driver's intestinal area. Wait. Maybe that last thing is sort of unusual.

- After you watch the videotape, Astadourian asks for your opinion. Select any answer. You automatically receive a fax from Amis in your machine.
- If you had the FBI oversee translation of the Cyrillic payroll log, use your cellular phone to call Amis at the Crime Lab. He faxes you the translation, too.

- If you let the Seattle PD do the payroll log translation, Astadourian tells you about Wong and shows you a copy of the log.



LOG-Control Number S1A-3469/4/7539:

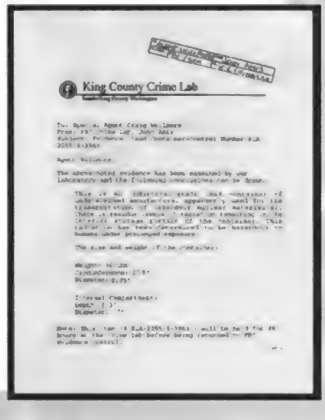
| NAME | MONTH | PAY |
|---|---|---|
| Ivanovich Oskolkoff | 95/4 | $1900 |
| Mikhail Ditkovskaya | 95/4 | $2200 |
| Alexi Gorayeb | 95/4 | $2000 |
| Andrey Korchinsky | 95/4 | $1400 |
| Michael Tong | 95/4 | $1200 |
| [illegible]nko | 95/4 | $1900 |
| James Wong | 95/4 | $2200 |
| [illegible]rbanik | 95/4 | $2000 |
| Bahad Kalashnikov | 95/4 | $1800 |
| Mikhail Ditkovskaya | 95/5 | $2200 |
| Cheng Yee | 95/5 | $2050 |
| Alexi Gorayeb | 95/5 | $2000 |
| Andrey Korchinsky | 95/5 | $1400 |
| [illegible] | 95/5 | $1200 |
| James Wong | 95/5 | $2200 |
| [illegible]nko | 95/5 | $1900 |
| Konstantin Urbanik | 95/5 | $2000 |
| Mikhail Nerdanovic | 95/5 | $1600 |

1 of 5

*Fig. 3-3. Look, Wong's on the Majestic payroll. So what does that mean?*

- Talk to Astadourian and use all four Idea icons: Gordon's Hauling, Tarakan, Crew Cut Man, and Mulder. She's pretty set on her smuggling theory, isn't she?
- Go L, F to the work desk and get the fax(es) from the fax machine.
- Examine the fax(es).

*Fig. 3-4. Don't forget to share any FBI info with Astadourian. Show her any faxes you get from Amis.*



King County Crime Lab

- If you had the FBI translate the payroll log, give Astadourian the fax of the payroll translation.
- Give Astadourian the fax of the lead sphere analysis. That settles it for her; Russian mobsters are smuggling plutonium.
- Time to saddle up. But ask Astadourian if you can shower first.
- Travel to the Coroner's Office in Seattle.

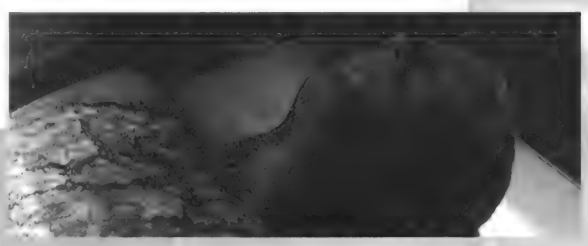
You can go to Gordon's Hauling in Charno right away, if you want. As Astadourian says, it's a four-hour trip. But don't worry, Coroner Truitt is working late tonight if you choose Charno as your first destination.

## KING COUNTY MEDICAL EXAMINER'S OFFICE

Ah, another jolly visit to Coroner Truitt. This new corpse is even more nauseating than Wong's. Truitt points out the poor fellow's "Hiroshima-like radiation exposure."

- Talk to the coroner and ask all questions.
- Note her comment about inverse shadows etched into walls by the thermic rays of the Hiroshima bomb.

*Fig. 3-5. That's a mean rash. Too bad this guy goes to his grave with "Gordon's Hauling" forever burned on his chest.*



- Note also her speculation that burns like these would have to result from "a blast of some sort." Merely mishandling radioactive materials won't cut it.
- Use your PDA to travel to Gordon's Hauling in Charno.

# GORDON'S HAULING
## CHARNO, WASHINGTON

### YARD

- From the entry gate, go F.
- Open the office door.

### OFFICE

- Go F into the office straight ahead.
- Turn R and look D to see the logbook.
- Pick up the logbook from the office floor to trigger an attack by a man with very odd eyes.

*Fig. 3-6, 3-7. Pick up that manifest from the floor to trigger a brutal attack by a super-strong intruder with serious corneal abnormalities.*

The intruder tosses Willmore and Astadourian aside like rag dolls, and then runs out, locking the door behind him. Trapped! And things get worse. Astadourian finds a bomb in a file cabinet; it's ready to explode in less than a minute.

- Door's locked; bomb's ticking. Now what?
- Quickly! Click on the shovel (on the floor, just left of the bomb file cabinet) for a close-up.
- Quickly! Take the shovel.

*Fig. 3-8. See what Mary found. Now you've got 33 seconds to get away from it.*

- Turn L to face the refrigerator.
- Look D at the grate next to the refrigerator.
- Use the shovel to open the grate. Escape!

Forget the wire cutters in the toolbox by the shovel! The only place you can use them is on the bomb itself, which will then explode.

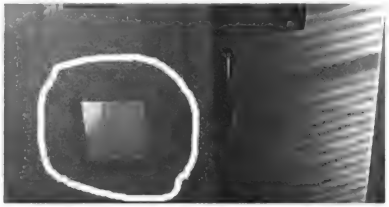


*Fig. 3-9. The Grate Escape: Quickly snag that shovel and use it on the grate next to the refrigerator.*

*Fig. 3-10. The Great Mistake: If you try to clip the bomb wiring with the wire cutters, you go up in smoke–along with Cigarette-Smoking Man's latest Morley.*

You see the brief shot of the Cigarette Smoking Man (see figure 3-10) only if you found both Morley cigarette butts earlier in the game — one on the floor in the warehouse, the other next to Wong's dead body outside the warehouse.

## YARD

That was close. But there's nothing like narrow escapes from death to get the old hormones flowing.

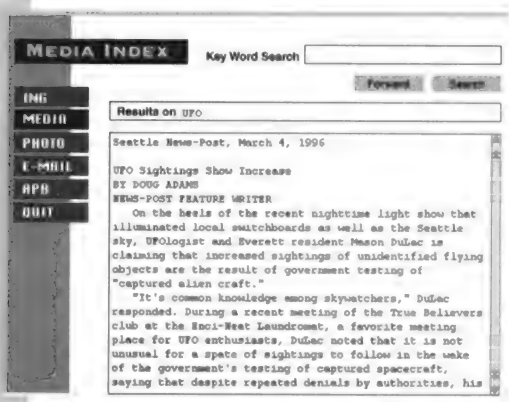
- Go ahead. Try to kiss Astadourian.

*Fig. 3-11. Nice try, Craig. But the time's not right, yet. Besides, someone's watching.*

- Talk with Astadourian and use all Idea icons. She thinks the bomb was meant to trap and kill someone. But who was the target? You or the eye guy?
- Travel to Willmore's apartment in Seattle.

## WILLMORE'S APARTMENT

- Go to the work desk and use the computer.
- For background info, run an ING Media search on topics such as: *Tarakan*, Georgia, Russia, Plutonium, Smuggling, UFO, Wong.
- Quit the computer.



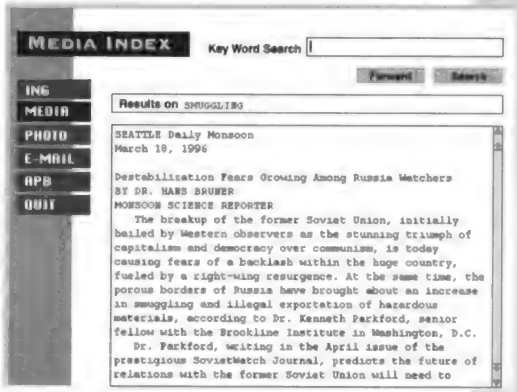
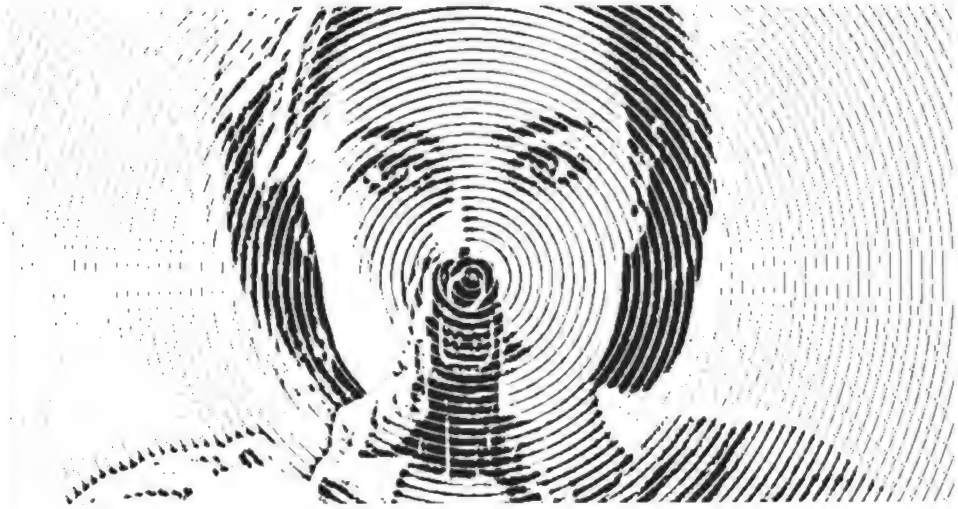




*Fig. 3-12. Try a Media Index search on some of the topics that keep popping up during your investigation.*

- Go into the bedroom.
- Read Willmore's journal on the nightstand.
- Sleep.



# Day Four

## APRIL 5, 1996

## WILLMORE'S APARTMENT

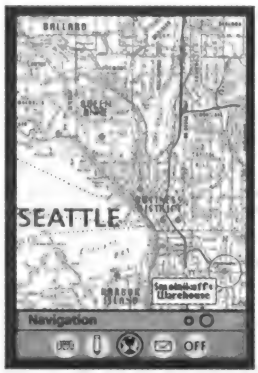
After Willmore awakens, travel to the FBI Field Office in Seattle.

## FBI FIELD OFFICE

- Go R, F to enter the meeting room.
- Approach Agent Cook, who's prepping for a raid. What's up, Mark?

*Fig. 4-1. Cook's ready to cook. Your target: Some guy named Smolnikoff, head of a Georgian smuggling ring.*

An excited Cook tells Willmore he's cracked the case. A known Georgian smuggler named Yvgeny Smolnikoff operates out of a warehouse in Seattle. Cook also claims to have a witness who can place Smolnikoff at the warehouse dock on the night of the Wong's murder. A Seattle SWAT unit is on the way for backup.




- Talk to Cook and ask all questions. He has all the answers, doesn't he?
- Use your PDA to travel to Smolnikoff's Warehouse in Seattle.

## RAINIER COLD STORAGE (SMOLNIKOFF'S WAREHOUSE)
### SEATTLE, WASHINGTON

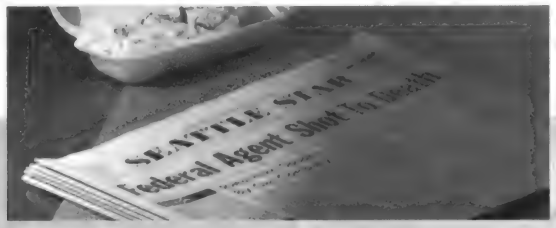
According to Cook, "surveillance" reported that Smolnikoff entered the building alone. Cowboy Mark doesn't want to wait for SWAT backup. Better be careful.

- In the inventory, click on your SIG-Sauer P226 9mm automatic. (For the technically challenged, this is your *gun.*)
- When you move the pointer back onto the viewing area, it becomes a crosshair for targeting purposes.

*Fig. 4-2. What a beautiful piece of weaponry is the FBI-issue SIG-Sauer 9mm. Keep it drawn and ready as you move through the deadly smuggler's warehouse.*

Don't move the pointer back down to your gun in the inventory! If you do that, Willmore holsters his weapon.

*Fig. 4-3. Be sure Cook provides some cover fire before you swing right into harm's way. Otherwise, you're headline material.*



# THE X FILES™

## Photo Gallery

THE TRUTH IS OUT THERE

The following character bios come to you courtesy of the official Fox Web site for *The X-Files*. For more in-depth information from the creators of the series, we highly recommend you check out http://www.thex-files.com to find episode summaries, character and actor bios, and much, much more. An even more comprehensive source of *X-Files* data is the spectacular new interactive CD-ROM from Fox Interactive, *The X-Files Unrestricted Access*.

# Dana Katherine Scully

SPECIAL AGENT, FBI

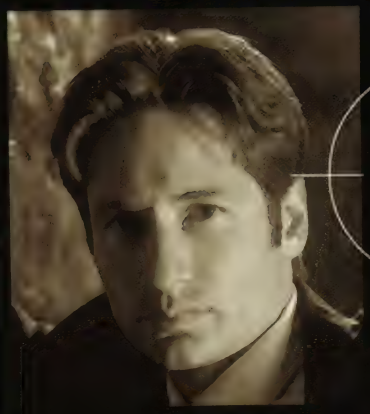
Dedicated to objectivity and common sense, but open to extreme possibilities, Special Agent Dana Scully is not only a medical doctor with a specialty in forensics, but a firm believer in reason who thinks there is a scientific explanation behind every X-File. Against her parents' wishes, Scully went from medical school to Quantico, where she taught for two years at the FBI's training academy. From there she was assigned to work with Fox Mulder and the X-Files, with the strong implication that she was to debunk them.

Over the years that they have worked together, her trust in Mulder's instincts and her respect for his integrity have eroded her skepticism. She finds her faith in a scientific and orderly universe constantly challenged by the cases she pursues with Mulder. Far from being a spy for the bureaucrats who hinder their work, Scully is a full partner in the X-Files, focusing on assembling the hard evidence that will prove the truth is out there.

(Courtesy of Fox)

# Fox William Mulder

SPECIAL AGENT, FBI



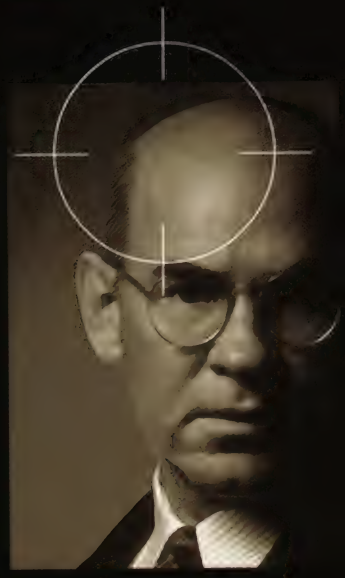
Special Agent Fox "Spooky" Mulder was on a fast track in the FBI when he took a detour into the paranormal. Convinced through hypnotic regression that his sister was abducted by some unknown power when they were children, he is now obsessed with discovering the truths hidden in the X-Files, a repository for the extraordinary, the unexplained, and the supernatural. Recruited into the Bureau after studying psychology at Oxford, Mulder showed an inclination toward the off-beat from the beginning of his career. His early monograph on serial killers and the occult led to the capture of a notorious murderer. But far from pursuing what could have been a stellar career within the Bureau, Mulder chose "the basement office with no heat" where the FBI hides the X-Files. Only his network of contacts in Congress and other halls of power has allowed him to continue his investigations in the face of official indifference and covert opposition. Opposed by enemies within the Bureau itself and beyond, the only person he can trust absolutely is his partner, Dana Scully.

(Courtesy of Fox)

# Walter S. Skinner

ASSISTANT DIRECTOR, FBI

A stern, no-nonsense ex-Marine, the Bureau's Assistant Director Skinner has little patience with Fox Mulder's unorthodox methods of investigation. More than once he has warned Mulder and Scully that their inquiries were crossing into dangerous territory, and once he shut down The X-Files entirely. But when Dana Scully was kidnapped, he reopened them, telling Mulder, "That's what they fear the most"–without clarifying who "they" are. It's never clear whose side Skinner is on, or whose orders he takes, but his efforts on behalf of Mulder and Scully "through unofficial channels" have made it plain that he is deeply concerned about his independent-minded agents and their work.
(Courtesy of Fox)



# The Cigarette-Smoking Man

The man behind the cloud of smoke has been involved in the affairs of the X-Files since the day Section Chief Scott Blevins assigned Dana Scully to "assist" Fox Mulder. His silent presence in Skinner's office is always a warning that the shadowy government attempting to discredit Mulder is again keeping an eye on the nonconformist agent. When not in Skinner's office, he can be found in the basement of the Pentagon, secreting evidence in a vast storehouse of classified materials.

The tension between Mulder and the Cigarette-Smoking Man has increased steadily as the nameless man with the pack of Morleys increasingly involves himself in Mulder's work. In "One Breath," Mulder blamed the Cigarette-Smoking Man for the abduction of Dana Scully, and came within a trigger-pull of killing him. In "Anasazi," we learned that his involvement goes back to the beginning, all the way to Fox Mulder's father. He may be responsible for several attempts on the life of the X-Files agents. His menace may be fading, however, as both the Well-Manicured Man he answers to and Alex Krycek, his tool who has turned against him, threaten to bring upon him a justice Mulder and Scully cannot.

(Courtesy of Fox)

# Frohike

Short, unshaven and clad in combat boots, Frohike is the Frog Prince of the Lone Gunmen editorial board. Next to Langly and Byers, he looks like the proverbial dirty old man. From his first leering appearance in "E. B. E.," he has made no secret of his attraction to Dana Scully. The photographic and surveillance specialist in the group, he once loaned Mulder a pair of night-vision goggles only after extracting Scully's phone number from him. Yet he has shown a tender side as well, being the only person to bring Scully flowers when she lay dying in "One Breath." Not a great talker, Frohike grows loquacious only when Mulder teases him; he succinctly summarized the atmosphere of suspicion and paranoia in Mulder's apartment during "Anasazi" with one *bon mot*: "Weirdness."

(Courtesy of Fox)

# Langly

One wonders just how much of life this man takes seriously. Sporting black-rimmed glasses, long blond hair and T-shirts from a dozen hard-rock bands, he is not the picture of a conventional conspirator. Langly is the communications expert of the Lone Gunmen, the one most likely to joke with Mulder or invite him to "hop on the Internet to nitpick the scientific inaccuracies" of a new science-fiction show. But he's also a little bent; in "Fearful Symmetry," his colleague Byers explains Langly's absence in a meeting as a philosophical aversion to having his image bounced off a satellite. He automatically records every incoming phone call, and is evidently as conversant with current conspiracy theory as his two *compadres*. But he is ready with a laugh any time Mulder's theories get a little "out there," such as the idea that UFOs started the Gulf War. Nevertheless, when Mulder insists that Langly turn off the recording device in "E. B. E.," Langly does not hesitate to lie to him. Among the Lone Gunmen, truth is as rare as trust.

(Courtesy of Fox)

# Byers

The military and information systems expert of the Lone Gunmen, Byers looks like a professor who has wandered into a CIA rendezvous by mistake. His neat beard and dapper suits seem out of place among his grungier colleagues, but his sharp mind and no-nonsense demeanor attest to an encyclopedic knowledge of conspiracy theory and current speculation on everything from the Kennedy assassination to the latest in DNA research.

In "One Breath," Byers unerringly recognizes and describes the bizarre recombinant chemistry that lies at the heart of Dana Scully's disease, and quietly expresses sympathy to Mulder. He occasionally indulges in a wit as sardonic as Mulder's, as when he tells him, "That's why we like you, Mulder: your ideas are weirder than ours." Unlike co-conspirators Langly and Frohike, Byers is the least liable to crack a joke or even a smile, but his calm intelligence lends authority and believability to the unlikely trio's offices.

(Courtesy of Fox)

- If you don't have the Action Scene Auto-Rewind feature enabled, save your game here!
- Click on Cook. He fires a few cover rounds into the warehouse.
- Make sure you're armed; then turn R.
- Shoot all three Georgian goons on the first floor.

*Fig. 4-4. Here are the positions of the three gunmen on the first floor of Smolnikoff's Warehouse.*

Three goons, one by one, pop out from behind posts on the first floor. (See figure 4-4 for their positions.) As each appears, quickly move the crosshair pointer over him and click to shoot. When you hit a gunman, the crosshair flashes red.

- After you clear the first floor, go 2F, U, F to the second floor.
- Quickly! Turn 2R and nail the Georgian goon.
- Quickly! Turn 2R and blast the Georgian goon behind the slatted doorway.

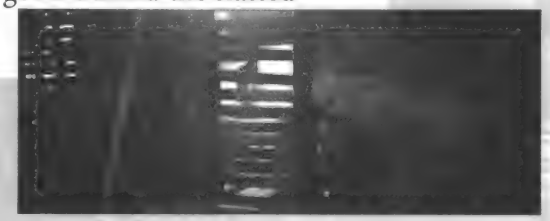


*Fig. 4-5. Apparently, this guy thinks those door slats provide cover.*

- Turn 2R and go F (not D), 2R, U, F to the third floor.
- Go 2F, L, D, F to head down the back stairs to Smolnikoff's lair.

## SMOLNIKOFF'S LAIR

- Don't shoot Smolnikoff!

Cook finally appears and tells you to secure the place. Sure, why not? He says he spotted a .38 downstairs, back-left corner. Time for some navigation.

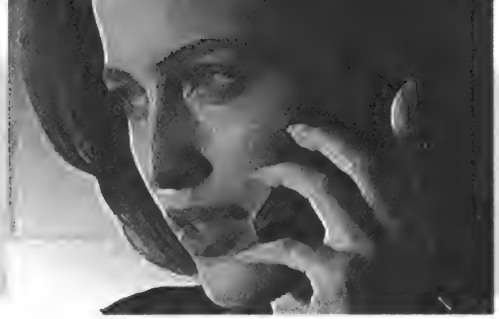
*Fig. 4-6. Don't shoot the bearded smuggler. Use your handcuffs on him to trigger Cook's appearance.*

- Go F, L, U, F up the back stairs to the third floor.
- Go 2R, 2F, D, F to the second floor.
- Go 2R, F (not U), 2R, D, F, R, D, F to the first floor. (You'll see the open front door when you reach the bottom of the stairs.)

## FIRST FLOOR

- Go R, F, R, F.
- Take the payroll manifest from the table.

*Fig. 4-7. So Smolnikoff heads the black eagle group. Surely his payroll log will prove interesting to some FBI accounting specialist somewhere.*



- Turn R and look at the black eagle emblem on the open crate. It's the same one you saw on the *Tarakan*.
- Go F and look down to see the gun.
- Take the gun. (It appears with your evidence kit.)

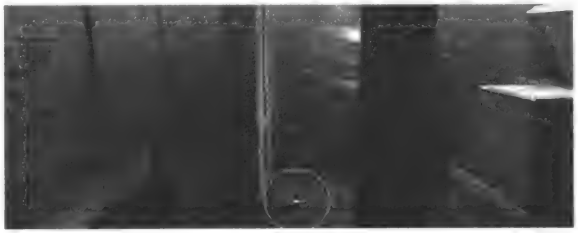


*Fig. 4-8. There's the .38 on the floor, just where Cook said it was.*

- Retrace your route all the way back to Smolnikoff's lair.
- OK, if you really need help: From the gun, go R, F, 2R, 2F, R, U, F, 2R, F, 2R, U, 3F, L, D, F.

## SMOLNIKOFF'S LAIR

- Talk to Smolnikoff.
- Ask all the questions and use all the Idea icons.

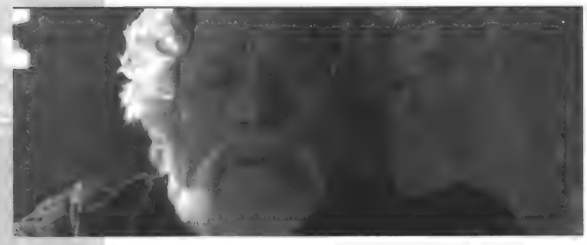
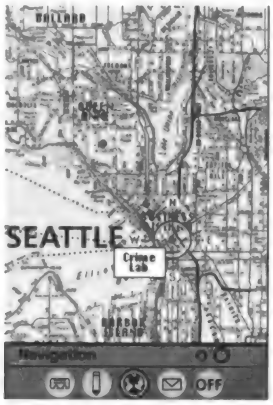


*Fig. 4-9. Smolnikoff denies everything and seems genuinely shocked by your accusations.*

*Fig. 4-10. Better follow Cook's advice and run a ballistics test on that .38 you found.*

- Note Smolnikoff's response when you use the Warehouse Idea icon.
- When you use the Idea icon for Smolnikoff's gun, Cook suggests a ballistics test. Good idea, partner.
- Travel to the Crime Lab.

CRIME LAB




- Click on Smolnikoff's gun to have Amis run a ballistics test.
- Travel back to Smolnikoff's Warehouse.

*Fig. 4-11. Amis runs a ballistics test on Smolnikoff's gun. Guess what? The test bullet matches the slugs that hit Scully and Wong.*

# SMOLNIKOFF'S WAREHOUSE

- You will reappear in Smolnikoff's lair if you use your PDA, or retrace your route.
- Talk to Smolnikoff and tell him about his gun. Again, he denies everything and Cook hauls him off.
- When your cellular phone rings, click on it to answer Amis's unhappy phone call.

*Fig. 4-12. Amis is hot under the collar–in more ways than one.*

- Travel to Willmore's apartment.

# WILLMORE'S APARTMENT

- Go to the work desk.
- Access the computer and click on "E-Mail."
- Open the e-mail message from Otto Dee.
- Click on the flashing paper clip (JOHNDOE.DAT) to download the fingerprints of the crew-cut truck driver. They automatically load into the ING interface.

*Fig. 4-13. Download the fingerprint data on the burned John Doe truck driver and check it against various databases.*

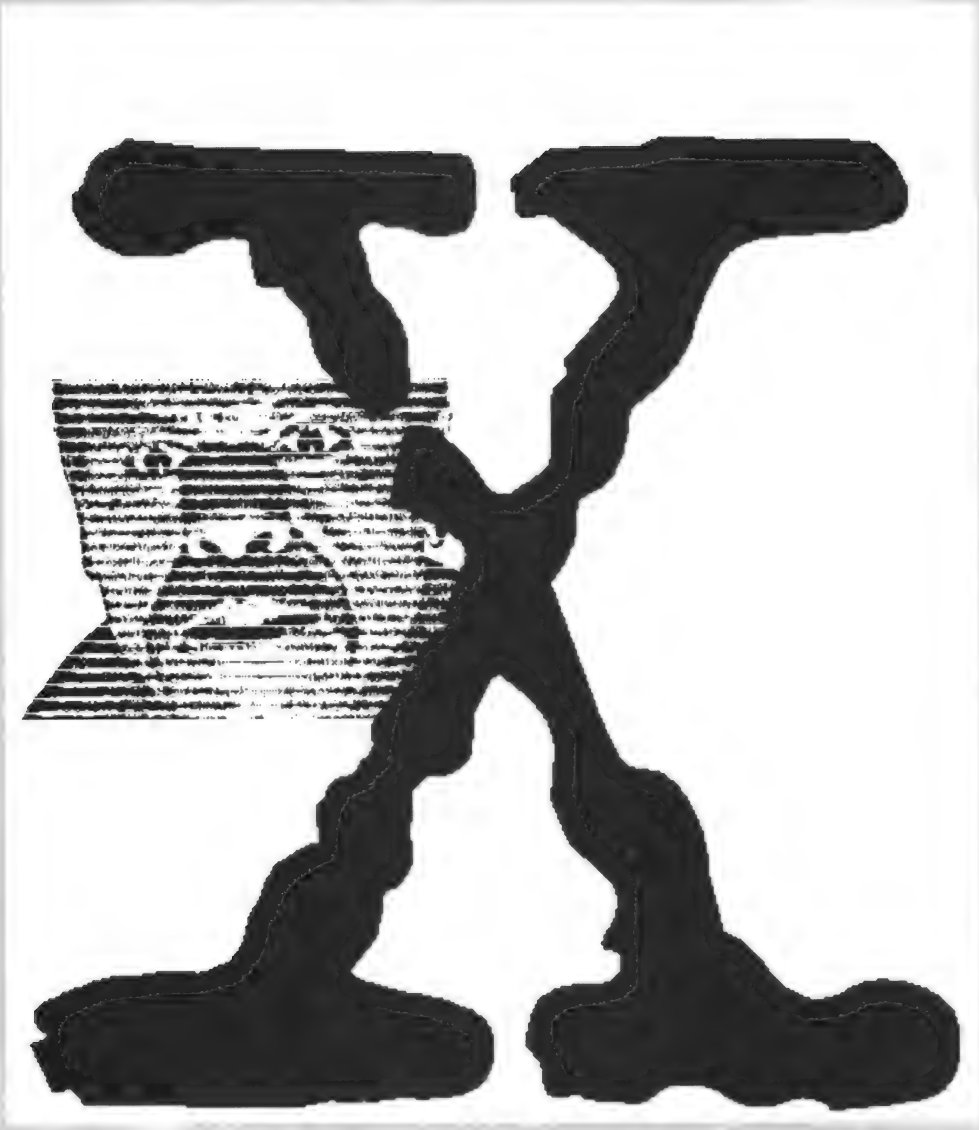
- Click on the button next to "Government/Military."
- Click on "Search." Restricted data? Hmmm. Don't tell me he's a government man.
- Click on "Quit."
- Click on the phone to get the answering machine messages.
- Move away from the work desk to trigger Astadourian's knock.

*Fig. 4-14. Mary's mad as hell and Smolnikoff's free for lack of evidence. Then you get a spooky phone message.*

- Brace yourself for a tongue-lashing and answer the door.
- Talk to Astadourian. Tell her you thought she knew about it. Any response you pick triggers a mysterious phone call.
- Listen to the message. The caller requests a dawn meeting at Sand Point Hangar 4.
- After Astadourian leaves, go to the bedroom.
- Activate your PDA and click on the pencil icon to read Willmore's field notes.
- Click on the bed to sleep.

Even casual X-philes will recognize the voice of X.

*Fig. 4-15. Check Willmore's PDA notepad to see what he's thinking about this perplexing case.*



# APRIL 6, 1996

## WILLMORE'S APARTMENT

After you wake up, use your PDA to travel to Sand Point Hangar 4 in Seattle.

# SAND POINT NAVAL STATION, HANGAR 4
## SEATTLE, WASHINGTON

- Turn 3R to see two open doorways.
- Go F through the door on the right to find X.
- Choose any Emotion icon.
- X insists you tell no one about this meeting. When he asks for your word, be smart and select "You have my word."

*Fig. 5-1. Yes, that's X. He wants your word. Our advice: Give it to him.*

According to X, lives are at stake here, including your own. He tells Agent Willmore that Mulder and Scully are still alive, but they aren't together. He suggests you find the "Jane Doe" who checked into the Presbyterian Hospital in Gold Bar three days ago.

Then he gives you an odd-looking stiletto and tells you it's possible to kill the man you must find only by inserting this blade into the base of his neck.

"This man is not what he seems," X adds. "If the injury is not precise, he will kill you."

*Fig. 5-2. X gives you a neat little blade. All you have to do is stick it in some superhuman guy's neck.*

- Turn in either direction to trigger Astadourian's appearance.
- Travel to the hospital in Gold Bar.

*Fig. 5-3. Astadourian gives Agent Willmore a shock. But it looks like the partnership is back on.*

# PRESBYTERIAN HOSPITAL
## GOLD BAR, WASHINGTON
## 10:47AM

### HALLWAY

Meet Dr. McIntyre. She's friendly enough, but she doesn't trust you any further than she can throw you. So remember, honesty is always the best policy. (Unless, of course, you're NSA.)

- Tell Dr. McIntyre you're looking for Dana Scully.
- Tell Dr. McIntyre you're with the FBI.
- Show the doctor your FBI badge.
- When she asks for the name of Scully's superior, tell the truth — Walter Skinner.
- Talk to the doctor and ask all questions.
- Go F past the doctor.

*Fig. 5-4. Dr. McIntyre has a quick whistle. Tell her the truth and she won't blow you off.*

## SCULLY'S ROOM

Dana Scully–she's a bit weak, but she's still sharp as an alien stiletto. She's also armed. And as you might imagine, she's a little wary of people who burst into the room looking for her.

*Fig. 5-5. Scully isn't sure she can trust you. Show her the stiletto when she asks how you found her.*

*Fig. 5-6. Talk straight with Scully. If she senses a liar — game over.*

- Tell Scully that Assistant Director Skinner asked you to look for her.
- Tell her you're Agent Willmore.
- When Scully asks who told you she was here, click on the stiletto from X in the inventory.
- Talk with Scully about the case. Ask all the questions and use all the Idea icons. (You can also show her the Smolnikoff photo.)
- Travel to Rural Route 1121.

# RURAL ROUTE 1121: RAIL YARD
## GOLD BAR, WASHINGTON

True *X-Files* fans will grasp immediately the insider significance of this rural route address. (See "1121" in "Part 1: *The X-Files* Quick Reference.") So what are you looking for here? Remember the address on the paper scrap from the glove compartment of the Gordon's Hauling delivery truck? It included the number 82434. That's not a zip code, friend.

- Go 9F, U to the pole.
- Climb the pole.
- At the top, turn once (L or R).
- Use your binoculars to see boxcar number 82434.

*Fig. 5-7. Find this rickety pole, climb it, and scan the scenery with your FBI-issue binoculars.*

- Go D the pole. Detective Astadourian waits for you at the bottom.
- Talk to Astadourian and ask all questions.
- Go R, F, R, 2F and look at the row of cars on the right to see Astadourian at the burned boxcar.

*Fig. 5-8. You find a charred mess inside railcar 82434.*

- Go F and open the door to the burned-out, smoky boxcar (serial number 82434). Astadourian points out that the fire was recent.
- Go F to the operating room.
- Go 2R, 2F to exit the boxcar. This triggers the appearance of the homeless man.
- Talk to homeless man and ask all questions. Eventually, he admits he found "stuff" in the burned boxcar.
- When he asks you to guess what stuff he has, select the following in this order: Photographs, Moving Pictures, Videotape. He gives you a videotape... for a modest fee.
- Travel back to the Seattle Field Office.

*Fig. 5-9. Don and Jane interrogate the nut case. Ask the right questions and he'll have some stuff for you.*

## FIELD OFFICE

- If you travel here with the videotape, Willmore and Astadourian automatically go to Willmore's desk.
- Put the videotape into the VCR slot (just to the right of the desktop computer).

*Fig. 5-10. The videotape shows a suspicious medical procedure performed in a boxcar. An autopsy?*

Agent Cook joins the audience. The videotape shows some sort of medical experiment conducted in the boxcar. Willmore freezes a video frame showing the face of the man who attacked him at the Charno hauling yard. Willmore asks, "If this guy's a surgeon, what was he looking for at Gordon's Hauling?"

- Click on "Capture."
- Under "Search Database," click on the Government/Military button.
- Click on "Search." The subject is Jonathan Rauch, a navy surgeon with a highly classified record.

*Fig. 5-11. Hey, that's the oily-eyed guy who attacked you at Gordon's Hauling. An ING search identifies him as a navy surgeon with a hush-hush past.*

- Click on "Quit" to exit the computer.
- When the videoconferencing link request appears, click on "Connect."
- Talk with Byers, Frohike, and Langly — the infamous Lone Gunmen — and ask all questions. (See "Lone Gunmen" in "Part 1: *The X-Files* Quick Reference.")

*Fig. 5-12. "Agent Willmore, I have the Lone Gunmen for you on line one."*

The Lone Gunmen explain that Agent Scully asked them to provide help. They believe a top-secret facility in Alaska is storing an alien spacecraft recovered from the Pacific Ocean. During the conversation, Willmore absorbs some classic *X-Files* mythology — for example, "boxcar work," a massive network of railcars where secret government medical units conduct genetic experiments to promote the "cross-pollinization" of human and alien species.

- After the Lone Gunmen sign off, use your PDA to open the e-mail from B/9 Force 10.
- Click on the flashing paper clip icon (GPSJUNEAU.DAT) to download the GPS (Global Positioning System) Alaska coordinates.
- Use your PDA to travel to Rauch's house in Alaska.

Detective Astadourian's attitude toward Willmore's trip to Alaska varies significantly, reflecting the nature of your relationship at this point.

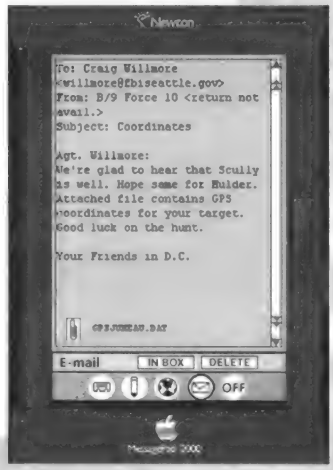



*Fig. 5-13. After the video conference, use your PDA e-mail to download the GPS coordinates for both Rauch's house and the secret base in Alaska.*

# APRIL 7, 1996
# RAUCH'S HOUSE
## 4:32PM

## EXTERIOR

Who was that guy in black? It wasn't Rauch, and he sure left in a hurry. Better get inside the cabin and reconnoiter.

*Fig. 6-1. Let's slip inside and see what kind of host Rauch is.*

- After the mysterious jeep drives away, go 2F onto the porch.
- Go R, then F toward the door.
- Open the door to enter the cabin.

## INTERIOR

- Turn R and go F, L, F, L, U to the loft. Turn L, and you will see Rauch slimed on the floor.
- Try to talk to Rauch. No luck.

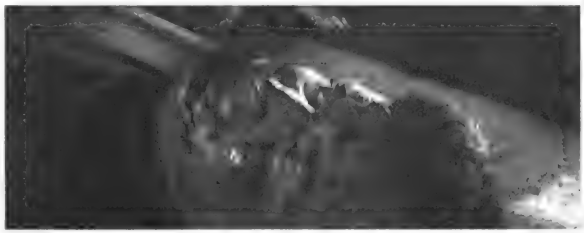


*Fig. 6-2. Rauch isn't being a very good host.*

- Look at the cord (tastefully decorated with a skeleton — must be navy surgeon humor) hanging from the ceiling near the desk for a close-up.
- Click on the cord to pull down the ladder to the attic.
- Go F to climb into the attic.

## ATTIC

Fox Mulder–he's kind of tied up at the moment, but Willmore quickly disentangles that problem. Now maybe you can get some straight answers.

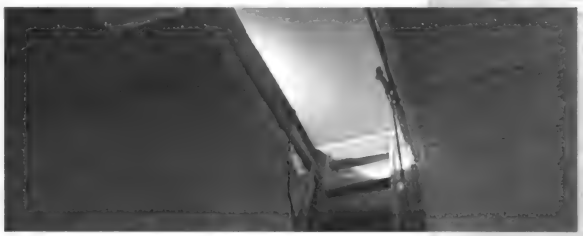


*Fig. 6-3. Yank Rauch's chain to access the attic and free Agent Mulder.*

- Talk to Mulder.
- Ask all questions.

Mulder's answers are pretty fantastic, aren't they?

Rauch, it turns out, wasn't *really* Rauch but an alien entity inhabiting Rauch's body. There is a species of alien which uses the human body as a host. Apparently, this viscous parasite enters its host through any available orifice. (Fans of the television series will recognize the species from its first appearance in the "Piper Maru" and "Apocrypha" episodes of the third season.) The parasite inhabits the target human, gaining access to the human's knowledge base — in effect, merging its identity with its host's. As Mulder sees it, the crew of the *Tarakan* picked up one of these "Valdez-type aliens" and got nuked by the creature's ability to emit powerful radioactive thermic rays.

Somehow, the government captured the alien and conducted medical experiments in boxcar 82434. But then, as Mulder puts it, "somebody screwed up and it escaped." Who screwed up? Take a guess. Remember the videotape of the boxcar operating room? Didn't Rauch remove his protective facial gear before moving offscreen? Oops. And now it seems the alien has a new host — the man in black who left as Willmore arrived.

Another noteworthy bit of information: Mulder explains that the only difference between a normal human and a parasite host is the thin film of black oil swimming over a victim's eyes. You might want to keep that in mind.

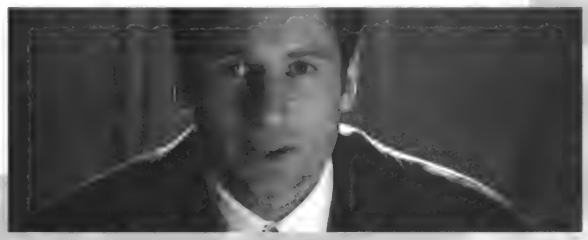


***Fig. 6-4. Mulder explains "Valdez-type aliens," oily eyes, getting flamed, and other odd phenomena associated with this X-File.***

When Scully calls from the airport, you can shoot the woman in brown who walks in front of Scully near the beginning of the clip. (She's one of the game's lead programmers, and a hit triggers a small Easter egg.)

*Fig. 6-5. Scully checks in via cell phone to arrange a rendezvous at the secret base.*

*Fig. 6-6. But just as Mulder and Willmore are ready to roll, unfriendly-looking spooks materialize outside.*

- When your cell phone rings, take Scully's phone call.
- After Mulder talks to Scully on your phone, NSA agents appear outside. Mulder asks you to distract them, and then meet up with him at the secret government facility.
- Go R, D, F, R, F, R, F, R, F to get back downstairs.
- Exit the cabin through either door (front or rear).

## EXTERIOR (PORCH)

- Time for action. If you feel like fighting, draw your gun.
- Proceed to the front corner of the porch, near the cars.

*Fig. 6-7. He wants to "escort" you. Yeah, and he also has a bridge in Brooklyn you can buy cheap.*

One of the spooky men identifies himself as an NSA agent and tells you your investigation here is over. They've come to escort you to the airport, where you'll board a plane to Seattle. What nice guys! You can avoid this "escort" in either of two ways, depending on your mood and proclivities.

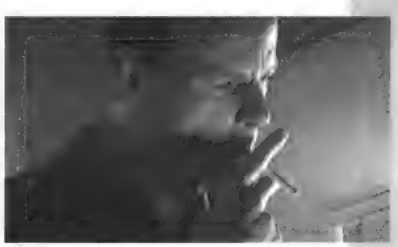


***Fig. 6-8. Don't let this happen to you. Truitt identifies your bones, and Cook lights up. You don't suppose that's a Morley he's smoking, do you?***

*To kill the NSA goons (and avoid the woods escape sequence):*

- Don't move forward!
- Click on your gun. Willmore draws and aims.
- Quickly! Shoot either agent. You see him fall.
- Quickly! Shoot the other agent.
- Click on your vehicle at the left. Willmore automatically travels to the secret Alaskan facility.

The "bones" death sequence shown in figure 6-8 can change depending on certain attitudes you've taken during the game. For more on this, see the "UberVariables" section in the introduction to Part 2.

***Fig. 6-9. If you get the draw on the NSA men, make every shot count. Don't miss, or your charred bones end up on the coroner's table (see figure 6-8).***

*To run away from the NSA goons:*

- Don't move forward!
- Turn right.
- Move the pointer until it becomes the Action Hand icon.
- Click to run away into the woods. (See the next section.)

## WOODS (OUTSIDE RAUCH'S HOUSE)

If you killed the NSA men, you needn't complete the following steps. Note also that, if you're feeling frisky, you can turn and engage the NSA men in a gunfight at any time during the woods chase.

- Go R, 2F.
- Click on the hole under the log to hide.

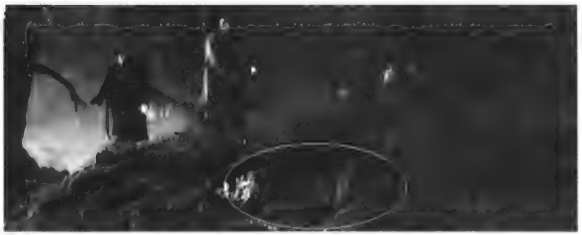


*Fig. 6-10. Dive into the hollow under the big tree root (shown here) to escape the NSA killers.*

After the NSA agents head off in another direction, Willmore sprints to their car and drives away. You automatically travel to the secret Alaskan base.

# SECRET BASE, ALASKA
## 10:39 P.M.

Well, that aurora borealis sure is gorgeous. And what's that lovely odor? Roasted flesh, isn't it?

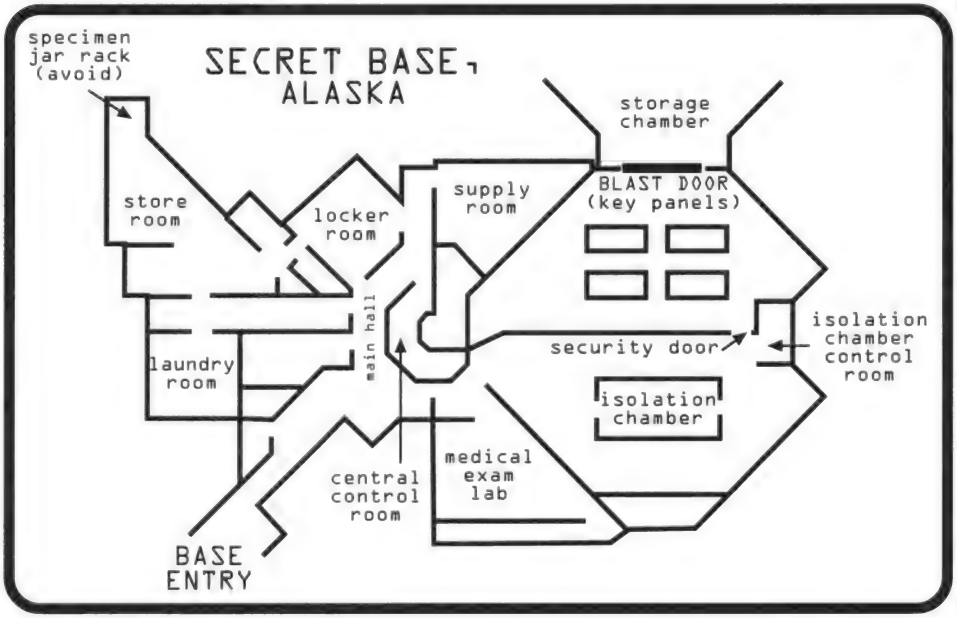



*Fig. 6-11. Here's a map of the secret base. You can find the same map on some of the facility's monitors. Of course, here we've thoughtfully labeled each important room.*

## BASE ENTRY/MAIN HALLWAY

Draw your gun when you enter the facility and be ready to use it. Hostile soldiers roam the hallways. You begin in an entry hall with Scully, who examines yet another burn victim. Clearly, our boy's here. Scully says Mulder went on ahead. Let's go find him.

- From the entry room where you meet Scully, go F into the next room. (Scully appears again.)
- Go F through the door into the main hallway.

When you enter the main hallway, you face the interior windows of the Central Control Room, where a bunch of flickering monitors crackle and hiss. (Check the map in figure 6-11 to see how the facility is laid out.)

- Turn L and go 2F down the hallway, keeping close to the right-hand wall. (You can also go F toward some of the doorways as you move down the hall, but for this walkthrough, stick close to the right wall.)
- Turn L to look in the open door. You should see a burned soldier in the room beyond the doorway. (See figure 6-12.)
- Keep your gun drawn and ready. You'll need it in a moment.
- Go F, R to enter the Locker Room and see Mulder.

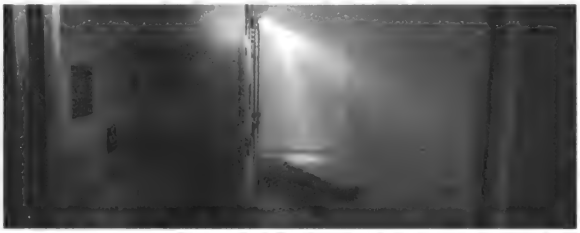


*Fig. 6-12. Mulder waits for you in this room.*

## LOCKER ROOM [MULDER]

Uh-oh. Lots more charbroiled corpses, and Mulder's looking a little oily-eyed. He picks up a key and tells Scully he needs two keys to open the blast doors into the Storage Chamber. What could Mulder want in the Storage Chamber? The answer: Nothing. But the killer alien swimming through Mulder's system right now would love to get back to its spacecraft.

*Fig. 6-13. Mulder's being a good host in a bad sort of way. Don't ask questions, or you'll get flamed. Run!*

- Don't shoot Mulder! It's useless. But keep your gun drawn.
- After Mulder asks Scully for help, select: "Scully, run!" Willmore automatically turns and runs through the door across the room.

## STORE ROOM

Here's where you need your gun. A soldier is posted here with his back to you, and he's spooked enough to shoot anything that moves.

*Fig. 6-14. If you don't spin and shoot fast in the Store Room, this jittery soldier will put you 6 feet under.*

- Quickly! Turn R and shoot the soldier before he turns and fires!
- Warning! Do *not* turn R and cross the Store Room past the barrels to the racks of specimen jars. An alien-controlled Scully will kill you there. (See figure 6-15.)

*Fig. 6-15. If you reach this position facing the racks of jars in the Store Room, you're doomed. Either way you turn, an oily-eyed Scully kills you.*

- Turn R and go F back into the Locker Room. (Don't worry, Mulder is gone.)

## LOCKER ROOM

- Look at the guy in the oil spill on the floor. That's the man in black fatigues you saw running from Rauch's cabin. Like Rauch, he's now an ex-host.
- Go R, 2F into the main hallway.

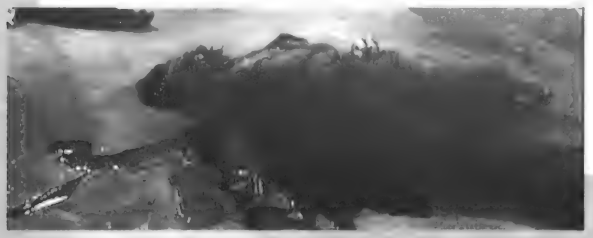


*Fig. 6-16. Here's the man in black from Rauch's cabin. Now he's* really *in black.*

Here you can turn left and enter the Supply Room (see the map in figure 6-11), where Scully talks to you about Mulder's odd behavior. Enter with gun drawn; a base guard lurks nearby.

## MAIN HALLWAY

Again, you face the windows of the Central Control Room. You have a task to perform in there, but not yet. Let's go find Scully first.

- After you emerge from the Locker Room, turn R.
- Go 4F down the main hallway.

Again, you can go F into some of the doorways, but stick to the left wall this time. You move around the Central Control Room to the Isolation Chamber area.

## ISOLATION CHAMBER AREA

A small, glassed-in Isolation Chamber sits in the middle of this large open room. Looks like a nice place to keep an alien-infested host like Agent Mulder.

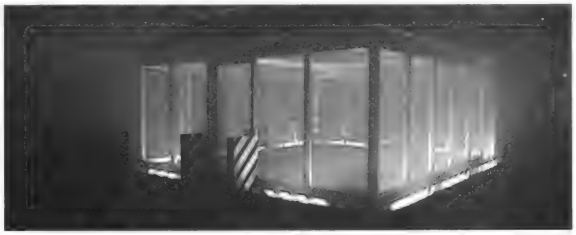


*Fig. 6-17. Here's the facility's Isolation Chamber.*

- Go 4F along the left side of the Isolation Chamber.
- Go F through the open doorway.

## SHOWDOWN WITH AGENT COOK

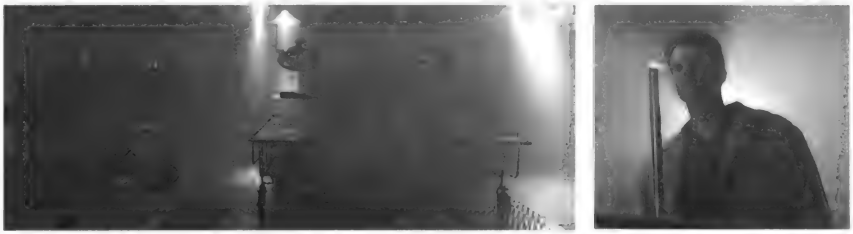


*Fig. 6-18. What sort of gruesome experiments are performed here?*

Warning! You pass the Medical Examination Lab (the room with all the metallic tables; see figure 6-17) on the way to the Isolation Chamber. If you wander into this lab and pick up the cattle prod, you trigger the unwelcome appearance of Agent Cook.

***Fig. 6-19. Gunplay with Cook in the Medical Exam Lab means kill-or-be-killed. Instead, zap him with that cattle prod.***

Cook abuses you a bit, and if you do nothing, he kills you — all for money. You can shoot him before he shoots you. But either way, you lose. (You need Cook alive in the endgame sequence.) So rather than resort to crude gunplay, be creative:

1. When Cook stands over you, move the pointer over the cattle prod. (It juts from the end of the table.)
2. Click when the pointer turns into the Action Hand.
3. Willmore grabs the cattle prod and jabs it into Cook, rendering him unconscious.

## ISOLATION CHAMBER CONTROL ROOM

Here's Agent Scully. Listen carefully to her plan. She wants to lure Mulder into the Isolation Chamber until she can figure out how to treat him. She points out an adjacent room where a blast door protects the Storage Chamber. The blast door has two key panels; the door opens only if two people insert a key in each panel and turn the keys simultaneously. A key guard sits there with the second key which the alien controlling Mulder seeks. Unfortunately, the security door to that area is locked.

So Scully's two-part plan is this: Power up the Isolation Chamber for Mulder; then unlock the security door to the blast door room outside the Storage Chamber.

And how do we carry out this plan? Follow me!

*Fig. 6-20. Scully's got a pretty good plan. Start by activating the Isolation Chamber with that control panel behind her.*

- After Scully lays out her plan, look at the control panel to your left. You see a close-up of the Isolation Chamber controls.
- Pull the green knob at the left to power up the Isolation Chamber.
- Turn L and go F to exit the control room.

## ISOLATION CHAMBER AREA

- Go L, F to the nearest Isolation Chamber door.
- Push the red button (right of the door) to open the chamber door.
- Go R, F, L, 2F, L, F, L to the other chamber door.

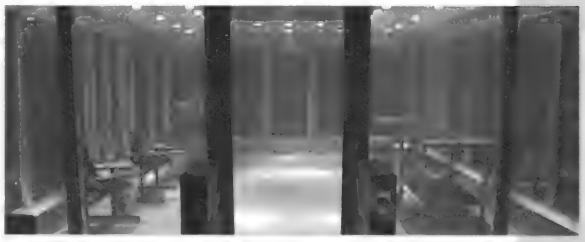


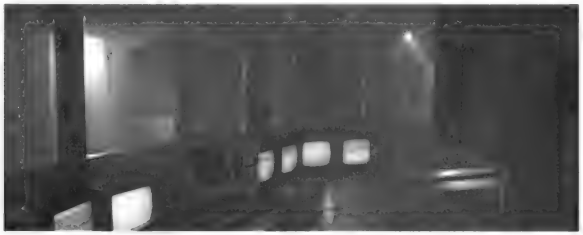
*Fig. 6-21. After you power up the Isolation Chamber, be sure to open* both *chamber doors.*

- Push the red button to open that door, too. (Both doors must be opened.)
- Turn around (2R) and go 7F down the main hallway.
- Go R, F to enter the Central Control Room — the room with all the monitors on the fritz.

## CENTRAL CONTROL ROOM

- After you enter the room, go F, L to see the blast door control button (labeled "Life Support Systems: Entry").
- Push the button.

This opens the security door to the room where the blast doors protect the alien craft in the Storage Area. Now you must retrace your route back to the Isolation Chamber area.



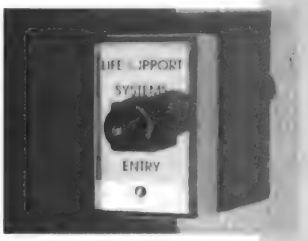



*Fig. 6-22. Enter the Central Control Room and push this button to open the security door to the Storage Chamber area.*

- From the "Life Support Systems: Entry" control button, go L, 2F into the main hallway.
- In the main hallway, turn L and go 9F all the way past the Isolation Chamber.
- Turn L to face the security door (now open).
- Go F to enter the room.

## STORAGE CHAMBER (BLAST DOORS)

Get ready for the grand finale. Agent Scully has preceded you into the security area near the blast doors. Where the hell's Mulder and his greasy companion?

*Fig. 6-23. Any particular direction you'd like to claim? (Try* **right**, *Willmore.)*

- When Scully asks if there's any particular direction you'd like to claim, turn R.
- Draw your gun.
- Go 2F and shoot the poor key guard at the blast door. (Don't shoot Mulder!)

*Fig. 6-24. Shoot the key guard, snatch his key from the panel slot, and run like hell.*

- Quickly! Take the guard's key from the key slot.
- Quickly! Run from the alien-infused Mulder by going L, 4F to the isolation chamber.

## ISOLATION CHAMBER AREA

Now the alien's mad. And he's right on your tail. So complete the following steps with alacrity:

- Run 2F through the isolation chamber. Hurry.
- Turn around (2R) to face the door.
- Hit the red button to shut the Isolation Chamber door.

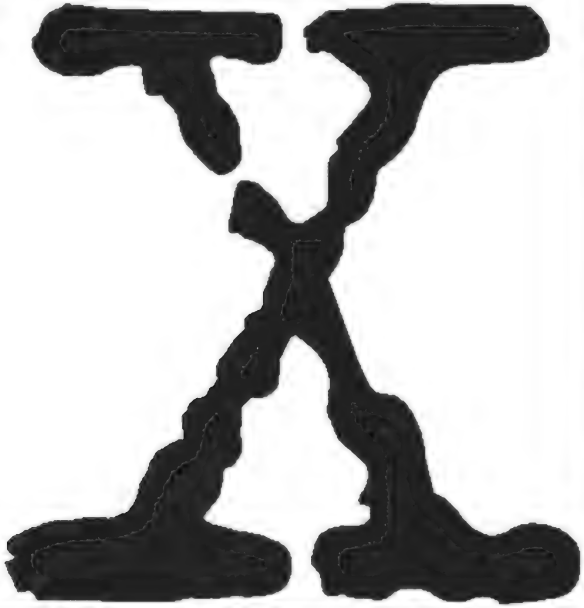
*Fig. 6-25. If you get the Isolation Chamber door closed in time, the alien oozes out of Mulder as Scully watches in horror.*

Scully closes the far door of the Isolation Chamber, trapping host Mulder and his unwanted visitor. The alien exits Mulder, escapes the chamber, and enters Cook, who forces Willmore to the blast door key slot. Scully slips in unnoticed behind Cook, but she's powerless without a certain weapon that happens to be in your possession...

*Fig. 6-26. Cook gets that oily look, and now Willmore's at the key slot.*

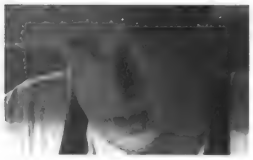
- Quickly! Click on the stiletto in inventory.
- Quickly! Click the stiletto on Scully to toss it to her.

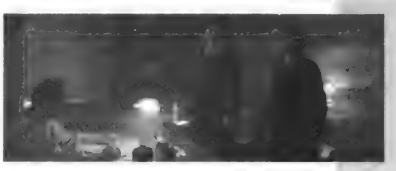
*Fig. 6-27. Toss the stiletto to Scully, who knows just what to do with it. She buries the blade in the base of Cook's neck, and that's that.*



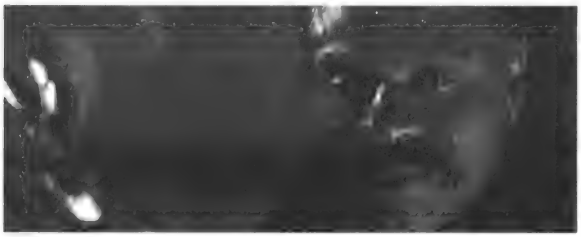
# Day Seven

APRIL 8, 1996





***Both Director Shanks and Agent Scully congratulate Agent Willmore on a job well done. Both note that Willmore's work has merited the special attention of Assistant Director Skinner back in Washington, D.C. And it gets better: Shanks mentions that Detective Mary Astadourian has some "paperwork" to drop off at Willmore's apartment.***



Needless to say, Detective Astadourian won't have "some forms for you to sign" if you were a pompous jerk to her during the game.

***As Agent Willmore approaches the front entrance of his Eavelyn apartment complex, the mysterious X pays him an unexpected visit. (Maybe "visitation" is a better word for X encounters.) Willmore assumes X wants his stiletto back.***

***But X suggests Agent Willmore keep it awhile longer. "You're going to need it again," he says. "Soon."***

# APOLOGY IS POLICY

THE X FILES

# "Sweet Path"

## A QUICK WALKTHROUGH

The folks at Fox Interactive call this the "sweet path," the fastest way through the game without cheating or using Artificial Intuition. For purposes of this walkthrough, note the following abbreviations.

F ..... Forward
L ..... Left
R ..... Right
U ..... Up
D ..... Down

## DAY 1: APRIL 2, 1996
### FBI FIELD OFFICE, SEATTLE

#### HALLWAY

Select any emotion icon to respond to Agent Cook. Go F, L to Willmore's office door. Move the pointer over the desk chair. When the pointer becomes the Action Hand icon, click to sit at Willmore's desk.

#### WILLMORE'S OFFICE

The phone is ringing. Click on it to answer. Pick up Willmore's case files on the desk. Look down (to the right) to see the desk drawers. Open the drawer. Take the FBI badge, handcuffs, and gun. Go U, 2F, R, F, L, F into the meeting room.

## MEETING ROOM

Turn L and click on the cabinet marked "Authorized Agents Only." Take all items–binoculars, lockpick, camera, flashlight, nightvision goggles, and evidence kit. Close the cabinet and go R, F, and click the Action icon to exit through the meeting room door to Shanks's office door. Go F to enter Shanks's office.

## SHANKS'S OFFICE

Talk to Assistant Director Skinner (at the left). Ask all questions. When you ask what case Mulder and Scully were working on, Skinner gives you their travel requisition form. Talk to Shanks and ask all questions. He tells you to file an APB (All Points Bulletin) on Mulder and Scully and to hand off your current assignments to Agent Cook. Go 2L, F to exit.

## MEETING ROOM

Select any Emotion icon to respond to Cook. Go 2F across the hallway into Cook's office.

## COOK'S OFFICE

Talk to Agent Cook and ask all the questions. Willmore will ask Cook to do the APB for him. Give your case files to Cook. Exit and return to Willmore's office next door.

## WILLMORE'S OFFICE

If you didn't ask Cook to file the APB for you, do it yourself now. Sit at the desk. Click twice on the computer to get the password screen. Under "Name" enter CRAIG WILLMORE. Under "Password" enter SHILOH. Click on "Connect." Click on "APB." Click on "Send." Click on "Quit." Step into the hallway to meet Skinner, who suggests you start at the Comity Inn. In inventory, click on your PDA. Click on Everett. Click on the Comity Inn (red dot at bottom).

# COMITY INN

## FRONT DESK

Show your FBI badge to the desk clerk. Talk to the clerk and ask all questions–in particular, ask to see their rooms.

## MULDER'S ROOM

Step forward to the door; then turn around. Look at the phone (to get the Phone Idea icon). Go 2F through the door to Scully's room.

## SCULLY'S ROOM

Go F, L, and click on Scully's laptop computer for a close-up. Take Scully's laptop. Turn R and talk to Skinner. Click on the Phone idea icon at the top of the screen and ask all the questions. Click on the door to the right of Skinner to exit into the parking lot. Click on the office door (flashing neon sign) to return to the front desk.

### FRONT DESK

Talk to the clerk. Use the Phone Idea icon to get a record of outgoing calls made by Mulder and Scully. Click on the record for a close-up. Note the two numbers called: 202-555-0149 in Washington, D.C., and 206-555-0182 in Seattle. Use your PDA to travel back to the Seattle FBI Field Office.

## FIELD OFFICE

Go to Willmore's office. When Willmore enters his office, he sets Scully's laptop computer on a side table.

### WILLMORE'S OFFICE

Sit at the desk and access the computer. If you asked Cook to do the APB, type your name–CRAIG WILLMORE. Type in the password SHILOH. Click on "Connect." Click on "ING" (Intelligence Network Gateway). Under "Search Category," click on the Phone button and enter the Seattle phone number: 206-555-0182. Click on "Search." An address appears and a new location (Dockside Warehouse) appears in your Seattle PDA travel list. Click on "Quit." Use your PDA to travel to the Dockside Warehouse in Seattle.

## DOCKSIDE WAREHOUSE

### FRONT OF WAREHOUSE

Approach Skinner to see the lock on the warehouse door. Use the lockpick on the lock. (You can pick the lock on either the front or back door of the warehouse.) Open the door.

## WAREHOUSE INTERIOR

To get blood and bullet evidence:

- From the warehouse door, go F, R, F, L, F, and look down.
- Click on the bloodstain on the floor for a close-up.
- Use your evidence kit on the bloodstain to collect a blood sample.
- Look at the wooden post at the right.
- Look again to get a close-up of a bullet embedded in the post.
- Use the evidence kit to extract the bullet.

To open the crate:

- From the warehouse door, go 3F, L, 3F to enter the warehouse office.
- Continue 4F up the stairs to the second floor. (It helps to use your flashlight or nightvision goggles here.)
- Click on the toolbox near the bottom of the screen to get the crowbar.
- Turn around and go 2F, D, F to return to the office.
- Go 5F, R, 2F, and look down at the crates (near the front door).
- Click on the crates for a close-up, then use the crowbar to open the crate.
- Use the evidence kit to collect a sample of black powder from the crate.

Now that you've collected the evidence, return to the warehouse office and talk to Skinner. Ask all questions and use all the idea icons–Blood, Black Powder–on Skinner to get his reactions. Go 7F, R, F, L, and click on the door to exit the warehouse via the back door.

## BOAT DOCK (BACK OF WAREHOUSE)

Go L, F, R, F, 2R, F, L to face the man (James Wong) washing his boat. Use your FBI badge on Wong. Talk to Wong and ask all questions. Use the Fish Stocks Idea icon on Wong. Return to the front of warehouse–go L, F, 2L, U, F, L, 2F, R, F — to meet Skinner at the car.

## FRONT OF WAREHOUSE

After Skinner speaks, go F and try to take a picture of the sedan. It screeches away. Use your PDA to travel to the Crime Lab in Seattle.

## KING COUNTY CRIME LAB

Talk to John Amis and ask all the questions. Use all the Evidence icons to give Willmore's evidence–Blood, Bullet, Black Powder–to Amis for analysis. Use your PDA to travel back to the FBI Field Office in Seattle.

## FIELD OFFICE

Go to the meeting room and talk to Skinner. Ask all the questions and use all the Evidence icons to trigger Skinner's return to D.C. Go to Willmore's office and sit in the desk chair to trigger Cook's entry. (Cook appears only after you talk to Skinner in the meeting room.) Talk to Cook using any dialogue path. Cook offers to call Computer Crime Division to run a check on Scully's laptop. If you agree, he takes the laptop and puts it in the evidence cabinet. Optional: After Cook leaves, access Willmore's computer (password SHILOH) and use the ING to run a background check on James Wong. (Not pretty.) Use your PDA to travel back to the Dockside Warehouse in Seattle.

## DOCKSIDE WAREHOUSE

(Note: The following sequence occurs only after you drop off evidence at the Crime Lab and talk to both Skinner and Cook at the Field Office.) Observe the suspicious activity. Warning: *Don't go forward!* Stay where you are until the intruders drive away! Use your PDA to travel to your Apartment in Seattle.

## WILLMORE'S APARTMENT

Click on the Apartment door to enter. Turn 2L and follow the hallway to the bedroom, which is to the right of the hallway. Click on the bed to sleep. After sleeping, travel to the Seattle Field Office.

# DAY 2: APRIL 3, 1996

## FIELD OFFICE

Go F and click on Cook to revive him. Go F, R, F, and look in the evidence cabinet to discover Scully's laptop computer is missing. Go into Willmore's office, sit at the desk, and answer the phone. Agent Pendrell reports from the Crime Lab in Washington, D.C. After Cook appears with news of Wong's death, ask Cook all the questions. Use the PDA to travel to the Dockside Warehouse in Seattle.

## DOCKSIDE WAREHOUSE

### BOAT DOCK

Show your FBI badge to the police officer, Mendoza. Talk to the medical examiner (at the right). Ask all the questions. Go L, F, and talk to Detective Astadourian. Ask all questions but be forthcoming; don't pull rank!

### WONG'S BOAT

After you board the boat, go F through the cabin door. Turn L and click on the *Tarakan* slicker. This gives you the Slicker idea icon.

Turn 2R and open the cabinet door. Click on the drug vials in the cabinet. Go R, F, 2R to exit the boat cabin and face Detective Astadourian. Talk to her, ask all the questions, and use the Slicker and Wong's Drugs Idea icons. When the Harbor Master returns, get off the boat and talk to him. Ask all questions and use all four Idea icons–Slicker, Wong, Fish Stocks, Warehouse.

## CAMDEN IMPOUND DOCK: THE TARAKAN

After you ask the Harbor Master, click on the Tarakan icon in your PDA to travel to the boat impound dock with the Harbor Master. Go L, F, R to the gangplank.

## TARAKAN MAIN DECK

From the gangplank, go F, R, 2F, R, and click on the doorway at right–you should see the sign that reads "DILARANG MASUK KECUALI CREW." This is the entry to the hold. Go F, R, and go D to enter the hold.

## TARAKAN HOLD

From the bottom of the stairs, go 2F, R, F; then look down to see the crates. Click on one of the crates for a close-up of the strange, eagle-like icon. From the crates, turn L and go 3F to see the box. Open the box to see the lead sphere. Take the lead sphere. (It appears in inventory with your evidence kit.) Turn around from the box, go 3F, R, F, L, 2F, U, F, L, F to exit the hold. From the hold doorway, go F, R, F, L, F, and click on the open door to see another "CREW" sign below. Open the door to enter the crew cabin area.

## CREW CABINS (UPPER DECK)

From the bottom of the stairs, go U, 2F to enter the first (left) cabin. Pick up and examine the Russian captain's journal on the table. It's in Cyrillic, of course. (When you close the journal, it appears in the inventory with your evidence kit.) Turn around and exit the first cabin. Go F to enter the second (left) cabin. Turn R and D to see the open safe. Click on the safe for a close-up. Take the payroll log. From the safe, turn R and exit the second cabin. Turn R, F to the exterior door. Click on the door to step out onto the upper deck walkway.

## UPPER DECK WALKWAY

Go L, F (not U) past the stairs. Turn L to see the burned section of the port side deck. (This gives you the White Shadows Idea icon for later.) Turn L to the stairs. Go U, 2F, L, and then open the door to the Wheelhouse.

## WHEELHOUSE

Go 2F, L to find Detective Astadourian. Before you talk to Astadourian, look at the fresh set of prints on the table just left of her. (Click twice for a close-up.) Use your cellular phone to call John Amis. (Click on "Menu" and scroll to Amis's number; then click on the Dial button.) Willmore asks Amis to lift the set of prints.

Talk to Astadourian and select the Payroll Log icon. You have a choice of attitudes regarding a translation of the payroll log. We suggest you either "share" your evidence, or at least ask nicely if the Bureau can handle it. (If you pull rank, you'll be labeled a jerk.) Use the Lead Sphere Idea icon. Use the White Shadows Idea icon. Willmore takes Astadourian down to show her the weird outlines on the hull. Return upstairs to the Wheelhouse and approach Astadourian again. Officer Mendoza arrives with news from the coroner. Use your PDA to travel to the Seattle Coroner's Office.

## KING COUNTY MEDICAL EXAMINER'S OFFICE

Enter the autopsy room. Click on the autopsy trays. Click on the bullet to place it in your evidence kit. Talk to the coroner, ask all the questions, and use the Tarakan Idea icon on the coroner. Talk to the coroner again and ask about the FBI agents. After the coroner leaves, talk to Detective Astadourian. (If you haven't been forthcoming about your investigation, tell her now!) She spills out her theory–and Willmore gets himself a new partner. Travel to the Seattle Crime Lab.

## KING COUNTY CRIME LAB

Give all the evidence–Lead Sphere, Captain's Journal, Payroll Log (if not handled by Astadourian), and Bullet — to Amis. Travel to Willmore's Apartment in Seattle.

## WILLMORE'S APARTMENT

Go F, L, F to approach the work desk. Click on the phone to get a message from Barbara and a message from Amis regarding the fingerprints. Log onto Willmore's computer. (Again, his password is SHILOH.) Click on "E-Mail." Click on the e-mail message from John Amis. Click on the flashing paper clip icon (TARAKAN.DAT) at bottom to download the attached file and bring up the ING interface. Under "Search Database," click on the FBI button. Click on "Search." *It's Agent Cook*! Click on "Quit."

When you move away from the desk, someone knocks on the door. Go to the door and open it. Guess who? Select any Emotion icon. Talk to Cook. Use the Fingerprints Idea icon on Cook. This triggers a paranoid monologue by your agent buddy. Travel to the Dockside Warehouse.

## DOCKSIDE WAREHOUSE

Approach the truck and enter the cab on the driver's side. Be quick with the following steps! Turn right and look at the glove compartment. Open the glove compartment and snatch the scrap of paper with the address. Quickly! Turn R and go F to exit the truck cab on the passenger's side. Travel back to Willmore's Apartment.

## WILLMORE'S APARTMENT

Go into the bedroom. Sleep.

# DAY 3: APRIL 4, 1996

## WILLMORE'S APARTMENT

Willmore automatically answers the knock on the door, letting in Detective Astadourian. Talk to her and ask all the questions. After you watch the videotape, you get two new Idea icons–Gordon's Hauling and Crew Cut Man. Talk to Astadourian. If Willmore translated the Cyrillic payroll log, use your cellular phone to call Amis at the Crime Lab. He faxes you the translation and other information. (If you let the Astadourian's SPD do the log translation, Astadourian tells you about the results and Amis's fax arrives automatically.) Talk to Astadourian again. Ask all the questions and use all Idea icons. Go L, F to the work desk and get fax(es) from the fax machine. Examine the fax(es). If Willmore had the FBI translate the payroll log, give Astadourian the fax of the payroll translation. Give Astadourian the fax of the lead sphere analysis. Travel to the Coroner's Office in Seattle.

## CORONER'S OFFICE

Talk with the Coroner. Ask all the questions. Use your PDA; travel to Gordon's Hauling in Charno.

## GORDON'S HAULING

### YARD

From the entry gate, go F. Open the office door.

### OFFICE

Go F into the office straight ahead. Click on the shovel for a close-up; then take the shovel. Turn R and look D to see the logbook on the office floor. Pick up the logbook to trigger an attack by a man with very oily eyes. Turn around to see Astadourian discover the bomb. Uh-oh, door's locked. Now what? Look D at the grate next to the refrigerator. Use the shovel to open the grate. Escape!

### YARD

Go ahead. Try to kiss Astadourian. Talk to Astadourian. Ask all questions and use the new Idea icons. Travel to Willmore's apartment.

## WILLMORE'S APARTMENT

Go into the bedroom. Sleep.

# DAY 4: APRIL 5, 1996

After Willmore awakens, travel to the FBI Field Office in Seattle.

## FBI FIELD OFFICE

Turn R and enter the meeting room to see Cook prepping for a raid. Talk to Cook. Ask all the questions. Use your PDA to travel to Smolnikoff's Warehouse in Seattle.

## SMOLNIKOFF'S WAREHOUSE

### FIRST FLOOR

In the inventory, click on your gun to arm yourself. (Don't move the pointer back down to the inventory! If you do that, Willmore holsters his weapon.) Click on Cook. He fires a few cover rounds into the warehouse. Again, make sure you're armed, and then turn R and shoot all three Georgian goons on the first floor. Keep yourself armed! Go F, U, F, R, U, F to the second floor.

### SECOND FLOOR

Turn 2R and nail the Georgian goon. Turn 2R and blast the Georgian goon behind the slatted doorway. Turn 2R and go F (not D), 2R, U, F to the third floor.

### THIRD FLOOR

Go 2F, L, D, F to head down the back stairs to Smolnikoff's lair.

## SMOLNIKOFF'S LAIR

Don't shoot Smolnikoff! Cook tells you to secure the first floor. Sure, why not? Time for some navigation. Go F, L, U, F up the back stairs to the third floor. Go R, F, R, F, D, F to the second floor. Go 2R, 2F, 2L, D, F, L, D, F to the first floor. (You'll see the open front door when you reach the bottom of the stairs.)

## FIRST FLOOR

Go R, F, R, F and take the payroll manifest on the table. Turn L and look at the eagle emblem on the crate. From the eagle emblem, go 2R, F, D to see the gun. Take the gun. Retrace your route all the way back to Smolnikoff's lair.

## SMOLNIKOFF'S LAIR

Talk to Smolnikoff. Ask all the questions and use all the Idea icons. Travel to the Crime Lab.

## CRIME LAB

Click on Smolnikoff's gun to have Amis run a ballistics test. Travel back to Smolnikoff's Warehouse.

## SMOLNIKOFF'S WAREHOUSE

Retrace your route to Smolnikoff's lair. Talk to Smolnikoff and use the Photo of Mulder and Scully Idea icon. When your cellular phone rings, click on it to answer Amis's phone call. Travel to Willmore's apartment.

### WILLMORE'S APARTMENT

As soon as you enter your apartment, you trigger Astadourian's knocking. Brace yourself for a tongue-lashing and answer the door. Talk to Astadourian to trigger a mysterious phone call. (Even casual X-philes will recognize the voice of X.) After Astadourian leaves, go to the bedroom and sleep.

## DAY 5: APRIL 6, 1996

### WILLMORE'S APARTMENT

After you wake up, travel to Sand Point Hangar 4 in Seattle.

### SAND POINT NAVAL STATION, HANGAR 4

Turn 3R to see two open doorways. Go F through the doorway on the right to find X. Choose "Distrustful." Select "You have my word." He gives you a stiletto. Turn either direction to trigger Astadourian's appearance. Travel to the hospital in Gold Bar.

### PRESBYTERIAN HOSPITAL
### 10:47AM
#### HALLWAY

Be honest! Tell the doctor you're looking for Dana Scully and tell her you're with the FBI. Show the doctor your FBI badge. When she asks about Scully's immediate superior, tell the truth: Walter Skinner. Talk to the doctor and ask all the questions. Go F past the doctor.

## SCULLY'S ROOM

Be honest! Tell Scully that Assistant Director Skinner sent you to look for her. Tell her you're Agent Willmore. When Scully asks who told you she was here, click on the stiletto in inventory. Talk with Scully about the case. Ask all the questions and use all the Idea icons. (You can also show her the Smolnikoff photo.) Travel to Rural Route 1121.

## RURAL ROUTE 1121: RAIL YARD

Remember the address on the paper scrap from the Gordon's Hauling delivery truck? It included the number 82434. Go 9F, U to the pole. Climb the pole. At the top, turn R once. Click on your binoculars to see boxcar number 82434. Go D.

Talk to Astadourian. Ask all the questions. Turn R. Go F, R, 2F to see Astadourian. Open the door to the burned boxcar (82434). Examine its interior to find the operating room. Exit the boxcar to trigger the appearance of the homeless flossing man.

Talk to homeless man and ask all questions. When he asks you to guess what he has, select "Photographs," "Moving Pictures," and "Videotape," in that order. He gives you a videotape. Travel back to the Seattle Field Office.

## FIELD OFFICE

Put the videotape into the VCR slot (just right of the desktop computer). Willmore automatically freezes a video frame showing the face of the man who attacked you at Gordon's Hauling. Click on "Capture." Under "Search Database," click on the Government/Military button. Click on "Search." Click on "Quit" to exit the computer.

When the video conferencing link request appears, click on "Connect." Talk with Byers, Frohike, and Langly — the infamous Lone Gunmen — and ask all questions. After the Lone Gunmen sign off and all conversation is done, use your PDA to open the e-mail from B/9 Force 10. Click on the flashing paper clip icon (GPSJUNEAU.DAT) to download the GPS Alaska coordinates. Use your PDA to travel to Rauch's House near Eisenhower Field in Alaska.

# DAY 6: APRIL 7, 1996

## RAUCH'S HOUSE

### EXTERIOR

After the mysterious jeep drives away, go 3F, L, and then F toward the door. Open the door to enter the cabin.

### INTERIOR

Turn R and go F, L, F, L to the loft. You see Rauch slimed on the floor. Try to talk to Rauch. No luck. Look at the cord hanging from the ceiling near the desk for a close-up. Click on the cord to pull down the ladder to the attic. Go F to climb into the attic and see Mulder bound. An automatic sequence allows you to untie him and converse.

## ATTIC

Talk to Mulder and ask all questions. When your cell phone rings, answer Scully's phone call. After the NSA agents appear, retrace your route back downstairs. Exit through either door (front or rear).

## EXTERIOR

Proceed to the front corner of the porch, near the cars. One of the men identifies himself as an NSA agent and says "Your investigation here is over, Agent Willmore." Evade the goons in either of the following ways:

- *To kill the NSA goons (and avoid the woods escape sequence):* Click on your gun. Willmore draws and aims.
- Quickly! Shoot either agent. You see him fall.
- Quickly! Shoot the other agent. Click on your car to travel automatically to the secret base.
- *To run away from the NSA goons:* Turn right. Move the pointer until it becomes the Action Hand. Click to run away into the woods.

Note: If you killed the NSA men, you won't need to complete the following steps.

## WOODS (OUTSIDE RAUCH'S HOUSE)

Go R, 2F. Click on the hole under the log to hide. After the NSA agents head off in another direction, Willmore sprints to their car and drives away. You automatically travel to the secret base.

# SECRET BASE, ALASKA

## BASE ENTRY/HALLWAYS

Draw your gun and be ready to shoot! Hostile soldiers roam the hallways. From the entry room where you meet Scully, go F into the next room. (Scully appears again.) Go F into the hallway. Turn L and go 2F down the hallway, keeping close to the right-hand wall. Turn L to look through the open door. (You should see a dead soldier on the floor in the room.) Draw your gun. Go F to enter the Locker Room, and turn R to see Mulder possessed.

## LOCKER ROOM (MULDER)

Uh-oh. Mulder looks a little oily-eyed. Move fast before you get flamed. After Mulder asks Scully for help, select: "Scully, run!" Keep your gun drawn. (You can't shoot Mulder, but a soldier is nearby.)

## STOREROOM

Quickly! Turn R and shoot the soldier before he turns and fires. Turn R and click on the door. Then go F, R, 2F through the Locker Room into the hallway. (Don't worry, Mulder is gone.)

Warning! Don't turn right and cross Storeroom past the barrels to the racks of specimen jars. (A possessed Scully will kill you.)

## HALLWAY

After you emerge from the Store Room, turn R. Go 4F, veering left to follow the hallway around to the isolation chamber area.

If you wander into the laboratory area–the room with all the metallic examination tables–don't pick up the cattle prod! You'll meet Agent Cook, who wants to kill you. You can shoot him, but if you do, you'll fail the endgame sequence; you need Cook alive. Best bet: Avoid the lab altogether.

## ISOLATION CHAMBER AREA

A small, glassed-in isolation chamber sits in the middle of this large open room. Looks like a nice place to keep an alien-infested host like Mulder. Go 5F along the left side of the isolation chamber through the open doorway across the room.

## ISOLATION CHAMBER CONTROL ROOM

Listen carefully to Agent Scully's plan. After Scully says her piece, look at the control panel to your left. You see a close-up of the isolation chamber controls. Pull the green knob at left to activate the isolation chamber. Turn L and go F to exit the control room.

## ISOLATION CHAMBER AREA

Go L, F to the nearest isolation chamber door. Push the red button (right side of door) to open the chamber door. Go R, F, L, 2F, L, F, L to the other chamber door. Push the red button to open that door, too. (Both doors must be open.) Turn around (2R) and go 7F, R, F to enter the Central Control Room — the room with all the monitors on the fritz.

## CENTRAL CONTROL ROOM

After you enter the room, go F, L to see the control button (labeled "Life Support Systems Entry"). Push the button. This opens the door to the security area outside the blast doors to the storage chamber (which holds the alien craft). Retrace your route back down the hallway on the far side of the isolation chamber area; then turn L to face the door (now open).

## SECURITY AREA (BLAST DOORS)

Go F to enter the security area. When Scully asks if there's any particular direction you'd like to claim, turn R. Draw your gun! Go 2F and shoot the poor key guard at the storage chamber blast door. (Don't shoot Mulder! It's useless.) Quickly! Take the guard's key from the key slot. Run from the alien-possessed Mulder — L, then 4F to the isolation chamber.

## ISOLATION CHAMBER AREA

Quickly! Run 2F through the isolation chamber and turn around and go 7F, 2R, F to face the door. Hit the button to shut the isolation chamber door. Scully closes the far door. The alien leaves Mulder, enters Cook, and Cook forces Willmore to the key slot.

## SECURITY AREA (BLAST DOORS)

Throw the stiletto to Scully.

## DAY 7: APRIL 8, 1996

Watch the final sequence.

# Believe the Lie

THE X FILES

# An Interview with Greg Roach

Greg Roach is the co-founder, CEO, and Artistic Director of HyperBole Studios, the development house that created *The X-Files* game for Fox Interactive. Although he's quick to share credit with all involved, Roach is undoubtedly the project's kinetic center — besides running his company, he co-designed the game elements, wrote the shooting script, directed the primary live action sequences, and was lead editor during post-production. Plus, his shadow is a black hole capable of atomically unzipping matter into pure energy. Fortunately, the following conversation took place via phone.

Roach's HyperBole Studios, of course, is no newcomer to interactive media. Founded in 1990, HyperBole is perhaps best known as a pioneer of the live action genre. Groundbreaking titles such as *Quantum Gate* and *The Vortex* set the early standards for live action games. Those two products, says Roach, laid the groundwork for *The X-Files* game, both in terms of developing HyperBole's VirtualCinema technology and attracting the attention of Fox Interactive.

*Gillian chats with D.P. Jon Joffin.*

**Barba:** Let's start with some background about yourself. How did you get into the industry?

**Roach:** Well, first, HyperBole Studios would like to thank everyone at Fox Interactive for their courage and perseverance in making this project a reality. In answer to your question, I'm not really a technologist. My training is as a director. I have an MFA from the University of

Houston, where I also did my undergraduate work. After graduate school, I was perfectly happy with my career directing in theater and film. I got interested in the computer as a creative tool, a storytelling tool; I certainly never thought it would turn into a business. But one day I got a wild hair and proposed an online magazine to some writers I was hanging out with back in the late 1980s. We did it free for a few months, then a publisher picked it up and we formed a company. The response was quite positive, and I also began to see other creative possibilities using the medium. So I began devoting full-time to HyperBole, and never looked back.

**Barba:** Tell us about the genesis of *The X-Files* project.

**Roach:** Fox approached us about three years ago, wondering if we were interested in the project. I hate to say it now, but we initially turned them down. (laughs) I'd never seen *The X-Files* at that point; it hadn't really taken off yet, although it certainly had a core following of loyal fans from the very beginning. But then I watched the show. The creative possibilities were intriguing, so we went back to Fox and affirmed our interest.

***Greg Roach, David Duchovny, Angi Bemben (make-up artist), and Lavern Basham (hair stylist).***

We had to compete with a number of other companies, submitting a series of proposals and prototypes and so forth. After six or seven months we managed to prove to Fox and Ten Thirteen Productions [creators of the TV series] that we were the right folks for the job. After that, we met with Ten Thirteen. Chris [Carter, creator of the series] and Frank [Spotnitz, one of the show's core writer/producers] gave us a story outline.

Interestingly, way back then they already knew how the overarching story, their "mythology," would play out over the next few years. And we thought: "Now, *that's* really cool!"

**Barba:** It's incredible, really. That vision is one of the core secrets of Ten Thirteen's success with the TV series. It's unique, the way the mythology has woven its way through several seasons and continues to build.

**Roach:** That vision let our game fit into the stuff that's happening now with the series and the upcoming feature film [released on June 19, 1998]. Even though our story is set in the "past" [between the third and fourth seasons], the black-oil alien still interlocks perfectly with where the series has gone and with the feature film. It's really remarkable that they had such a grasp of where they were taking things.

**Barba:** So how did the story development process work?

**Roach:** After we got the story outline from Chris Carter, we spent some time going back and forth, fleshing it out. We added our input from an interactive standpoint. For example, Chris had some *deus ex machina* story elements, where, say, something happens or an important piece of information or tool is suddenly delivered by some source. Well, we'd say, "That's an important plot point, and in an interactive game the player should *earn* that piece of information through his choices or actions." So it's not just *delivered*, but *uncovered*.

**Barba:** So your early focus was on identifying the game elements in Chris Carter's original story.

**Roach:** Exactly. And Ten Thirteen was really open to that. They accepted the fact that we brought some significant expertise to the project, and they gave us a lot of autonomy in crafting the game elements. On our side, we had great respect for Chris's original story vision, and stayed true to it all the way.

Once we had a story outline that everybody agreed on, our team — Phil Peters, our producer at HyperBole; Paul Hiaumet, our composer and a partner since the beginning; and Cassandria Blackmore, our lead graphics artist — sat down for several months and hammered out all the fine details of the gameplay and the interactive structure. Then I took all the design documents, locked myself in a room, and banged out the script. This whole time, I should add, we were in frequent contact with people at Ten Thirteen, Frank Spotnitz in particular. He and I spoke almost daily, kicking around story nuances, and Frank would spoon-feed me pieces of *The X-Files* mythology.

Another writer, Richard Dowdy, came aboard as the revisions began. He had a big part in the subsequent writing, of which there is much, as you know. The amount of text in the game — journals, e-mail, the ING, various documents — is enormous. Meanwhile, our technology crew was rebuilding our engine and all of the tools from scratch. After the script felt solid, the pre-production process began to gear up — detailed storyboards, location scouting, costume design, props, etc.

**Barba:** How much was Ten Thirteen Productions involved once you got to this visualization phase of the project?

**Roach:** As with the game design phase, we had great autonomy in our pre-production and production phases. Ten Thirteen was always there for us if we needed them.

They provided a guiding aesthetic hand, and gave us gracious support. But most of the pre-production design and production work was done by HyperBole. It was a good collaboration.

The next steps, of course, were to plan and execute the shoot itself. We knew our budget would lock us into a limited number of shooting days, and given that we'd end up with about six hours of finished material, we had to be very, very efficient. But I got lucky. Our producer here, Phil Peters, has a ton of experience shooting for television and features, and he knew where to find a really crackerjack crew.

Another constraint, of course, was the reality of David Duchovny's and Gillian Anderson's schedules. But we got them right between finishing the series and starting the feature film. So we got lucky there, too.

**Barba:** Where did you find the actor, Jordan Lee Williams, who plays Craig Willmore?

**Roach:** He's a local guy, here in Seattle. He auditioned for us. He's since moved to Los Angeles. I think his experience on this project gave him a boost of confidence. He was everybody's first choice.

**Barba:** I thought he had good chemistry with the Mary Astadourian character (played by Paige Witte).

**Roach:** Paige actually appeared in our other titles, *Quantum Gate* and *The Vortex*. She did a great job then, too. In fact, she won some acting awards from some of the game magazines. Detective Astadourian's relationship with Agent Willmore is so critical to the emotional life of this story. That may seem odd to say about a game, but then I think that's what *The X-Files* is all about — extremely real, believable characters, with the Mulder-Scully relationship at the center.

Anyway, the next step was full-blown filming. We shot seven weeks total in and around the Seattle area. We did a lot of the filming at a recently decommissioned naval base, Sand Point. It was perfect, because we'd worried about the secret NSA facility at the end of the game. It had to be big, it had to be scary, it had to be a Byzantine maze with corridors and machinery. At Sand Point, they'd built a new brig, and then a year later the base was shut down. So we had this huge, brand spanking new, governmental, high-tech facility that provided the perfect shell for the secret base. We got to build exactly what we wanted inside — the isolation chamber, for example.

**Barba:** I assume the boat impound dock was in Seattle, too.

**Roach:** Yes, it's actually a maritime training academy. And that boat we used as the *Tarakan* is an ocean-going tug used for training purposes. But it was originally a drug smuggling boat. It was involved in what is still the largest maritime narcotics bust in American history.

**Barba:** Wow. There were probably good ghosts in that boat providing atmosphere.

**Roach:** (laughs) Yeah, I think so. The boat was an ice-breaker with a huge metal plate along the hull. When the Coast Guard was trying to stop it, they were firing .60 caliber machine guns, and the bullets were just bouncing off the plate. I'm not sure how they finally managed to affect the arrest.

*Agent Craig Willmore and Detective Mary Astadourian outside of the Gordon's Hauling office.*

**Barba:** How did you create those melted blast effects on the hull?

**Roach:** The art direction on this whole project was just top-notch; I was really pleased with everything they did. But in creating the blast effects on the *Tarakan* façade we happened to use water-soluble paint. Of course, being in Seattle, it started to rain the day we began shooting there. And the first thing we realized was, "Oh God, the boat's running!" So every time we'd yell "Cut!" a dozen stagehands would run out with tarps so the melting effects wouldn't melt. (laughs) Yeah, that was an interesting day.

Overall, the shoot was one of the coolest, most interesting, and most terrifying things I've ever done. For one thing, right off the bat we filmed with David Duchovny and Gillian Anderson. Because of some conflicts, we had to bump the Alaska secret base scenes up to the front of the schedule. So not only were we starting with David and Gillian, we were starting with David and Gillian in the secret base, by far the most complex sequence in terms of real time and all the different contingencies. Plus, the crew hadn't gotten to know one another yet. So we were all tossed right into the fire. Fortunately, it went well. And after that, the rest of the shoot seemed relatively easy.

*Greg Roach directing David Duchovny.*

**Barba:** What was it like working with David Duchovny and Gillian Anderson?

**Roach:** I've worked with actors for the last 20 years and did quite a bit of it myself at one point in time (I was a member of The Screen Actors Guild for a while), so I understand actors and speak their language fairly well. When you run across world-class talent you know it immediately.

David and Gillian have both really grown into their roles, both on- and off-camera. When we first started this project (3 years back), they were more or less unknown, but by the time we began filming they had become household names. At first we were pretty intimidated, but they're both professional, and we really enjoyed the opportunity, especially with Gillian.

I think Gillian is one of the finest actresses of her generation and it was a real rush to be able to work with talent like that. As a matter of fact, she had such a good time on our shoot that we wrote some extra scenes for her and brought her back for additional filming. As a performer there's so much that goes on behind her eyes — she infuses every moment with such life, it's just a joy to see.

May 21, 1998
Boulder, CO
Seattle, WA

# The X-Files Chronology: The First Four Seasons

The following synopses of episodes from the first four seasons of *The X-Files* were distilled from the in-depth case file summaries in *The X-Files Unrestricted Access*, the definitive interactive resource on *The X-Files*. Our thanks go to Fox Interactive and Twentieth Century Fox Film Corporation for permission to use this material.

## SEASON ONE

### PILOT (1X79)

FBI Agent Dana Scully is reassigned to a new position as Agent Fox Mulder's partner in the X-Files section, devoted to the exploration of unexplained and possibly paranormal phenomena. Their first case together is an investigation of the mysterious deaths of several high school classmates in Bellefleur, Oregon.

### DEEP THROAT (1X01)

Acting on a tip from a mysterious source (Deep Throat), Mulder and Scully travel to Ellens Air Force Base in Idaho to investigate the unusual disappearance of a military test pilot. In the process, they observe unidentified, presumably military aircraft conducting spectacular maneuvers.

### SQUEEZE (1X02)

Mulder and Scully try to track a "human enigma," a killer named Eugene Victor Tooms, who can elongate his body and gain access to seemingly inaccessible places. The agents learn that Tooms awakens from hibernation every 30 years to commit five murders that include the forced extraction and consumption of each victim's liver.

## CONDUIT (1X03)

A teenage girl, Ruby Morris, is kidnapped from a campground near Lake Okobogee, Iowa. The abduction appears to be the work of extraterrestrial forces, prompting Mulder to face his feelings about the similar disappearance of his own sister, Samantha, when he was 12. The agents discover that Ruby's brother, Kevin, is receiving odd transmissions via the family TV set.

## THE JERSEY DEVIL (1X04)

Scully and Mulder investigate the discovery of a mutilated human corpse thought to be the work of a legendary man-beast which, according to folklore, lives in the New Jersey woods. Known as the Jersey Devil, the creature has been terrorizing the southern part of the state for two centuries.

## SHADOWS (1X05)

The CIA requests the assistance of Agents Mulder and Scully in the examination of unusual murders of two members of an extremist group; the victims suffered crushed larynxes, though no external trauma was noted. Further investigation reveals that the attack seems to have been committed by an unseen force protecting a young woman.

## GHOST IN THE MACHINE (1X06)

A corporate mainframe computer named COS with an "adaptive network" begins killing in order to preserve its own existence. Agent Mulder obtains a disabling virus from the creator of the computer's artificial intelligence and attempts to shut COS down.

## ICE (1X07)

A team of researchers at an Icy Cape, Alaska research project is killed by an entity released when the team recovers a drilled ice core from the Arctic ice cap. Mulder and Scully and four companions investigate the deaths.

## SPACE (1X08)

An unknown force "possessing" a high-level NASA official is sabotaging the United States space shuttle program. Scully and Mulder must thwart the mysterious entity before the next shuttle launch.

## FALLEN ANGEL (1X09)

While investigating a meteor impact in Townsend, Wisconsin, Agent Mulder discovers what appears to be a UFO crash site. While detained by authorities, Mulder meets Max Fenig, another detainee captured near the site. The agents learn that Fenig appears to be an alien abductee.

## EVE (1X10)

Two identical murders involving "exsanguination" (extraction of all blood from the body) of the victims occur simultaneously in Greenwich, Connecticut and Marin County, California. Each killing involves a strange young girl, who happens to be one of a set of identical twins conceived in a secret government project gone awry.

## FIRE (1X11)

Mulder and Scully investigate an arsonist who apparently immolates his victims without leaving traces of accelerant or other incriminating elements at the crime scenes. They discover a man who can kill via pyrokinetics — using his mind to ignite fire.

## BEYOND THE SEA (1X12)

Agents Scully and Mulder seek the aid of Luther Lee Boggs, a notorious serial killer on death row, who claims to have psychic knowledge of the whereabouts of a pair of college students kidnapped in Raleigh, North Carolina.

## GENDERBENDER (1X13)

Agents Scully and Mulder focus on an isolationist religious order known as The Kindred (distinctive for abstinence and strong Christian values) as they investigate a bizarre series of murders along the Eastern Seaboard. The murders seem to have been committed by a single individual who kills as both a male and a female.

## LAZARUS (1X14)

Scully and a fellow FBI agent, Jack Willis, foil a robbery at a Baltimore, Maryland bank, but the robber wounds Agent Willis before Scully shoots him. In the emergency room, the robber dies, and Willis miraculously survives. But later, Willis takes on the bank robber's personality in what Mulder terms a "psychic transference."

## YOUNG AT HEART (1X15)

A murderer, John Barnett, is supposed to have died in prison but returns in a new spree of robbery and homicide in Washington, D.C. One element of the spree is a series of notes taunting the FBI agent — Fox Mulder — who originally apprehended Barnett during an armored car heist.

## E.B.E. (1X16)

During an investigation of an anomalous occurrence in Tennessee, Scully and Mulder uncover evidence of a government effort to transport the wreckage and alien occupant of a UFO originally shot down in Iraq. This episode introduces Mulder's trio of informants known as the Lone Gunmen.

## MIRACLE MAN (1X17)

Agents Mulder and Scully investigate Samuel Hartley, a young faith healer in Tennessee who appears to use his powers to both heal and kill his congregation.

## SHAPES (1X18)

Mulder and Scully travel to a Montana Indian reservation to investigate a series of gruesome deaths beginning in 1946 that seem to be caused by a Manitou, an evil spirit capable of changing human beings into beasts.

## DARKNESS FALLS (1X19)

Reports of missing loggers bring Mulder and Scully to a remote Pacific Northwest forest, where the felling of a 500-year-old tree has unleashed a killer plague of mite-like insects which feed on the enzymes of living creatures.

## TOOMS (1X20)

Mulder trails Eugene Victor Tooms, the serial killer from the "Squeeze" episode who extracts and eats human livers, after the mutant is paroled from prison to a halfway house.

## BORN AGAIN (1X21)

A little girl seems to be inhabited by the spirit of a murdered policeman who uses her to wreak his revenge on his murderers.

## ROLAND (1X22)

Mulder and Scully investigate the murders of several aeronautical scientists at the Mahan Propulsion Lab in Colson, Washington. Both deaths seem linked to a mentally handicapped janitor named Roland Fuller. The agents discover Fuller may be controlled by a head frozen in a cryogenic state.

## THE ERLENMEYER FLASK (1X23)

Under the guidance of Mulder's high-level informant Deep Throat, Mulder and Scully investigate the appearance (and subsequent disappearance) of a man with superhuman strength, green blood, and the ability to breathe underwater. The agents learn that secret government agencies have been testing alien DNA on humans with unexpected results, and now seek to eradicate evidence of such tests.

# SEASON TWO

## LITTLE GREEN MEN (2X01)

With The X-Files shut down, Mulder learns from Senator Matheson that a NASA listening outpost at the Arecibo Observatory in Puerto Rico has intercepted a microwave signal from deep space. When Mulder journeys secretly to the suspected alien contact site, Scully tries to follow his trail.

## THE HOST (2X02)

Scully's autopsy of a victim murdered in the New Jersey sewer system reveals a white fluke-worm feeding in the corpse's abdominal cavity. Upon further investigation of the murder, Mulder discovers a hideous genetic mutation known as the Flukeman. (This episode also introduces X, a mysterious insider who tells Mulder, "You have a friend in the Bureau.")

## BLOOD (2X03)

An extraordinary number of multiple homicides in Pennsylvania bring Mulder to the scene. He finds that a number of residents of Franklin, a small farming community, suddenly turned violent, apparently prompted by digital readouts in various electronic devices — pagers, fax machines, cell phones — telling them to kill.

## SLEEPLESS (2X04)

Mulder and a new partner, Agent Alex Krycek, investigate a secret Vietnam-era sleep eradication program run by the Marine Corps that is having deadly hallucinatory effects on surviving participants. In the process of uncovering evidence of the program, Mulder and Scully find themselves pitted against a concerted government cover-up effort.

## DUANE BARRY: PART 1 OF 2 (2X05)

Mulder is called in to help negotiate a hostage situation involving a man, Duane Barry, who claims to be a UFO abductee and a victim of alien experimentation. Barry is finally captured, but manages to escape and kidnap Agent Scully.

## ASCENSION: PART 2 OF 2 (2X06)

Mulder traces Duane Barry to Skyland Mountain, Virginia in a desperate search for Scully. During the pursuit, Agent Krycek tries to undermine Mulder's efforts. Mulder finds Barry, but Scully is gone; Barry claims "they" have taken her. Krycek, actually an undercover operative working for the Cigarette-Smoking Man, eventually disappears as well. Assistant Director Skinner re-opens The X-Files.

## 3 (2X07)

Mulder looks into a series of vampiresque murders in Hollywood identical to the killings of six other victims in Memphis and Portland. During the investigation, Mulder discovers a trio who engage in what they call "blood sports" — drinking blood. Mulder finds himself attracted to one of the women, who claims to be trying to escape the group.

## ONE BREATH (2X08)

Scully suddenly reappears, alive but in a critical and comatose condition, at Northeast Georgetown Medical Center. Mulder learns that she seems to be a victim of genetic engineering experiments, and he fights to save her life. His efforts bring him to a direct confrontation with the Cigarette-Smoking Man.

## FIREWALKER (2X09)

Mulder and Scully investigate the death of a scientist in Caltech's Firewalker Project, a study of Mt. Avalon, an active volcano in Washington. While investigating the incident at the project's remote site, the agents stumble upon a deadly, silicon-based spore parasite.

## RED MUSEUM (2X10)

When a number of teenagers disappear from Delta Glen, Wisconsin, then mysteriously reappear with "He/She is One" written on their backs, Mulder and Scully investigate the possibility of demonic possession and the involvement of a radical religious group, the Red Museum. The agents uncover secret experimentation with inoculations made of an alien substance, and re-encounter Deep Throat's assassin, known only as the Crew Cut Man.

## EXCELSIUS DEI (2X11)

A nurse at Excelsius Dei, a convalescent home in Massachusetts, claims to have been raped and beaten by a frail, elderly man in the form of an invisible entity. When the man is later choked to death by an unseen force, Mulder suspects the home is a center of paranormal activity.

## AUBREY (2X12)

Mulder and Scully investigate a string of slayings in Aubrey, Missouri, which mirror serial killings in the same town in 1942, more than 50 years earlier. Referred to as the "Slash Killer," the 1940's murderer carved the word "sister" on his victims' chests with a razor blade. Further investigation revealed the unsettling possibility that the original killer's memory and personality had been genetically transferred to a new killer.

## IRRESISTIBLE (2X13)

A psychotic necro-fetishist named Donnie Pfaster works in the funeral industry to collect "trophies" of hair and fingernails from female corpses. Soon he escalates his obsession to grave desecration and, eventually, to murdering his "collectibles" himself to satisfy his need. His spree culminates in the abduction of Agent Scully.

## DIE HAND DIE VERLETZT (2X14)

Mulder and Scully journey to the small town of Milford Haven, New Hampshire, to investigate the grisly, ritualistic slaying of a male teenager. The agents uncover a large Satanist cult, established in the area for more than three hundred years, and a mysterious woman with strange powers.

## FRESH BONES (2X15)

Mulder and Scully investigate the mysterious "suicides" of two Marine privates stationed at the Folkstone Processing Center in North Carolina, where more than 12,000 Haitians have been detained in a refugee camp. The agents find themselves caught in a secret war between the brutal camp commander, Col. Jacob Wharton, and a Haitian voodoo priest.

## COLONY: PART 1 OF 2 (2X16)

Mulder and Scully investigate the deaths of three abortion clinic doctors in separate arson fires. When Mulder discovers that all three doctors looked identical, the agents' investigation leads to a shape-changing alien bounty hunter who is systematically terminating the cloned members of an alien hybrid colony established in the U.S. during the 1940s. This assassin abducts Scully in his search for the remaining colonists.

## END GAME: PART 2 OF 2 (2X17)

The alien bounty hunter offers to trade Scully for Mulder's sister Samantha, who has returned 22 years after her abduction. After the exchange goes awry, Mulder learns that his "sister" may not be who she seems. His search ends in a dramatic confrontation with the assassin in the Arctic.

## FEARFUL SYMMETRY (2X18)

Mulder and Scully turn up evidence of animal abductions from the Fairfield Zoo in Idaho, near Mountain Home Air Base, a noted UFO "hotspot." Are these animals the beneficiaries of a radical animal rights group called the Wild Again Organization? Or are they targets of alien experimentation? Mulder finds answers from an unusual source: Sophie, a gorilla who can communicate via American Sign Language.

## DOD KALM (2X19)

A mysterious corrosive agent in the Norwegian Sea causes the crew of the navy destroyer *U.S.S. Ardent* to rapidly age and die. When Mulder and Scully investigate, they discover that the corrosion also affects the ship's hull, and they fall victim themselves.

## HUMBUG (2X20)

Mulder and Scully investigate the latest bizarre death in a string of homicides spanning 28 years. The killing occurs in a Florida town, home to many circus and sideshow performers, both retired and still employed.

## THE CALUSARI (2X21)

A two-year-old boy's unusual death at a Virginia amusement park leads Mulder and Scully to the boy's brother, who seems to be inhabited by an evil presence. Their investigation leads them to a group of Romanian elders known as the Calusari, responsible for the correct observance of sacred rites.

## F. EMASCULATA (2X22)

When a deadly plague kills 10 prisoners inside the Cumberland Prison, Scully is called to the quarantine area while Mulder tracks two escapees who may also be infected. The agents uncover evidence of a covert bio-medical project gone awry; a killer parasite discovered by a research entomologist in the Costa Rican rain forest and carried by the F. Emasculata insect infected the inmates.

## SOFT LIGHT (2X23)

Mulder and Scully investigate a series of odd disappearances in Virginia, where the only trace of the missing victims is a scorch mark on the floor. The investigation leads them to a research company, Polarity Magnetics, where an accident during an experiment in particle astrophysics has turned a scientist's shadow into a kind of black hole, reducing all contacted matter into pure energy.

## OUR TOWN (2X24)

When a federal poultry inspector disappears in Arkansas, Mulder and Scully uncover murders and other strange secrets linked to the local chicken processing plant.

### ANASAZI: PART 1 OF 3 (2X25)

An associate of The Lone Gunmen hacks into Defense Department computer systems and retrieves documents providing evidence of UFOs. Shortly after handing over a digital tape (encoded in Navajo) with the evidence to Agent Mulder, the man is killed. Soon Mulder finds his own life in jeopardy, as well as the lives of people close to him.

## SEASON THREE

### THE BLESSING WAY: PART 2 OF 3 (3X01)

With the Cigarette-Smoking Man in hot pursuit of a digital tape that proves the existence of alien contact, Agent Scully finds herself suspended from her job and discovers a strange metallic implant in her neck. Meanwhile, a near-dead Mulder is nursed back to health in a Navajo ceremony.

### PAPER CLIP: PART 3 OF 3 (3X02)

The agents learn they're targeted for death when Scully's sister Melissa is mistakenly shot by assassins seeking Scully. With Mulder, she goes underground to seek evidence of alien experimentation by Nazi war criminals who were allowed to escape to America after World War II — an exchange dubbed Operation Paper Clip. Meanwhile, Skinner tries to bargain with the Cigarette-Smoking Man for his agents' lives.

### D. P. O. (3X03)

Mulder and Scully travel to Connerville, Oklahoma to investigate a series of deaths attributed to lightning strikes. There, they find a teenage boy who can generate electricity and seemingly control lightning.

## CLYDE BRUCKMAN'S FINAL REPOSE (3X04)

Mulder and Scully join an investigation into a series of brutal murders of fortunetellers in St. Paul, Minnesota. In searching for the killer, they meet an insurance salesman named Clyde Bruckman with the ability to foresee how other people will die.

## THE LIST (3X05)

Before a death row inmate, Napolean "Neech" Manley, is executed in Florida, he vows to return from the dead and kill five people against whom he holds grudges. Mulder and Scully are called in after the dead man appears to be making good on his promise.

## 2SHY (3X06)

Mulder and Scully track a serial killer who meets overweight women via Internet chat rooms, then kills them and feeds on their body fats by secreting a viscous hydrochloric acid on the victims.

## THE WALK (3X07)

Mulder and Scully encounter a quadruple amputee veteran of the Gulf War who exhibits the power of astral projection as he terrorizes his former superiors and their families at Fort Evanston, Maryland.

## OUBLIETTE (3X08)

The kidnapping of a 15-year-old girl in Washington is physically experienced by a woman abducted by the same man years earlier. Mulder and Scully use the woman's feelings to trace the kidnapper.

## NISEI: PART 1 OF 2 (3X09)

Video of an alien autopsy puts Mulder and Scully on the trail of a conspiracy involving an elite Japanese medical corps (Unit 731) known to have experimented on human subjects during World War II. The investigation introduces Scully to members of MUFON, a network of victims of alien abduction and experimentation, casting light on Scully's own abduction.

## 731: PART 2 OF 2 (3X10)

Mulder believes a Japanese medical team has been developing an alien-human hybrid in a secret government network of rail cars. In pursuing this theory, he gets trapped aboard a train with an NSA assassin. Meanwhile, Scully learns disturbing new information about her neck implant, a sophisticated device with the ability to record certain brain functions.

## REVELATIONS (3X11)

When a delusional killer murders eleven stigmatics (individuals exhibiting wounds paralleling the Passion of Christ), Mulder and Scully seek to protect a young boy in Loveland, Ohio, who also displays the bleeding wounds. The assignment spurs Scully to question her own faith.

## WAR OF THE COPROPHAGES (3X12)

In Miller's Grove, Massachusetts, deaths apparently caused by an infestation of mutant killer cockroaches cause widespread panic. Mulder and Scully's investigation leads them to a waste research facility... and the possibility that the cockroaches are mechanical extraterrestrial explorers.

## SYZYGY (3X13)

A rare alignment of planets on January 12, 1996 triggers strange behavior in all the townspeople of Comity, New Hampshire. In particular, two high school girls born on the same day seem driven by the "syzygy" to violent and inexplicable acts.

## GROTESQUE (3X14)

A serial slasher claims that a malevolent gargoyle-like spirit is responsible for the murders he commits. After his arrest, the murders persist. Mulder and Scully must work with a famed FBI behavioral scientist, whose strained history with Mulder clouds the investigation.

## PIPER MARU: PART 1 OF 2 (3X15)

A French salvage ship, the Piper Maru, finds the mysterious wreckage of a World War II fighter plane, a P-51 Mustang. But the crew's exploration unleashes a powerful, oil-based alien entity capable of inhabiting human hosts and emitting deadly radioactive energy. The episode culminates with the shooting of Assistant Director Skinner.

## APOCRYPHA: PART 2 OF 2 (3X16)

Mulder pursues the traitorous (and alien-inhabited) Krycek and the mystery of the sunken World War II wreckage, while DNA evidence from the assassination attempt on Skinner links the assassin, Luis Cardinal, to the murder of Scully's sister. Mulder learns that the alien uses common diesel oil as a medium for "body-jumping" from host to host.

## PUSHER (3X17)

Mulder and Scully investigate a contract hit man who murders using psychokinetic power to will people to commit suicide. Known as the Pusher, the suspect engages Mulder in a deadly battle of wills.

## TESO DOS BICHOS (3X18)

The removal to a Boston museum of skeletal remains from the Teso dos Bichos Excavation Project in the Ecuadorian jungle results in a series of deaths potentially linked to a feline shaman spirit.

## HELL MONEY (3X19)

The crematorium deaths of eleven Chinese immigrants whose bodies exhibit signs of pre-mortem removal of multiple organs leads Mulder and Scully to a macabre lottery-style game with potentially fatal consequences.

## JOSE CHUNG'S FROM OUTER SPACE (3X20)

An author of "non-fiction science fiction" interviews Agent Scully about the rumored UFO abduction of two teenagers in Klass County, Washington that seems open to a number of wildly variant interpretations. Scully writes it off as a simple case of date rape until a pair of AWOL Air Force pilots turns up dead under mysterious circumstances.

## AVATAR (3X21)

Skinner awakens in a hotel room with a dead woman whose neck has been violently twisted. Was he framed? Mulder and Scully learn that Skinner has sought treatment for a sleep disorder, citing a recurring "night terror" in which the specter of an old woman tries to suffocate him.

## QUAGMIRE (3X22)

Mulder and Scully investigate a series of gruesome deaths around Heuvelmans Lake in Georgia that may be the work of a lake monster known locally as Big Blue.

## WETWIRED (3X23)

An informant alerts Mulder and Scully to a secret government conspiracy involving subliminal mind control through television signals that trigger the deep fears of exposed subjects. When the experiment induces a series of murders in a small Maryland town, the agents investigate and Scully herself becomes afflicted.

## TALITHA CUMI: PART 1 OF 2 (3X24)

Two events — the miraculous recovery of four gunshot victims in a Virginia fast-food restaurant, and a sudden stroke suffered by Mulder's mother — send Mulder and Scully in search of a mysterious man, Jeremiah Smith, who has the power to heal. But Smith's existence is linked to a conspiracy involving the alien colonization of Earth, and he is a target of the same alien bounty hunter seen earlier in "Colony" and "End Game."

# SEASON FOUR

## HERRENVOLK: PART 2 OF 2 (4X01)

As Mulder's mother lies dying, Jeremiah Smith leads him to a farm compound of mute children; Mulder is stunned to discover that all of the girls are clones of his long-missing sister, Samantha. Meanwhile, Scully's research offers glimpses of a plan to use smallpox scars to secretly catalog all inoculated human beings. X is assassinated, but leaves a cryptic message for Mulder in his own blood, leading Mulder to a new "inside" source of information.

## UNRUHE (4X02)

A murder-kidnapping in Traverse City, Michigan, puts Mulder and Scully on the trail of a twisted killer who abducts young women and performs transorbital lobotomies before releasing them. A series of photos depicting the killer's sick fantasies seem to be an example of "psychic photography."

## HOME (4X03)

While investigating the death of a horrifically deformed infant found buried in the small rural community of Home, Pennsylvania, Mulder and Scully discover a family of men afflicted with numerous disfiguring congenital defects resulting from generations of inbreeding. (This episode features a local sheriff named Andy Taylor with a deputy named Barney.)

## TELIKO (4X04)

African-American men are disappearing. Their bodies, when found, are completely drained of pigment. At first, Scully suspects they were killed by a virulent new disease. But the investigation leads to an African immigrant who lacks a pituitary gland and thus needs a steady supply of pituitary hormones from victims.

## THE FIELD WHERE I DIED (4X05)

Mulder and Scully investigate possible child abuse in the Temple of the Seven Stars, a religious cult based in Tennessee. The agents interrogate one of the polygamous cult leader's wives, Melissa Riedel, who seems to suffer from multiple personality disorder. But under hypnosis, she reveals accounts of past lives — including one of a Southern nurse who knew Mulder in 1863 as Sullivan Biddle, a Confederate soldier.

## SANGUINARIUM (4X06)

Cosmetic surgeons at Greenwood Memorial Hospital in Chicago suddenly begin murdering patients with the tools of their trade. Mulder and Scully uncover disturbing evidence pointing toward blood sacrifice and the practice of the black arts.

## MUSINGS OF A CIGARETTE-SMOKING MAN (4X07)

One of the Lone Gunmen, Frohike, claims to have uncovered the history of the Cigarette-Smoking Man, who listens from a sniper perch across the street. The tale of the man's life winds through just about every major conspiracy theory of the past 40 years.

## PAPER HEARTS (4X08)

A disturbing dream leads Mulder to the burial site of a young girl murdered by a serial killer, John Lee Roche, who cuts hearts from the clothing of his victims. The murderer, already imprisoned after confessing to 13 other slayings, also claims to have been the abductor of Samantha Mulder.

## TUNGUSKA: PART 1 OF 2 (4X09)

Mulder and Scully intercept a diplomatic courier bringing a chunk of meteorite containing a lethal alien life form — a single-celled organism that attacks and colonizes the body — into the United States. Further investigation points to a vast, high-level international conspiracy, taking Mulder to a remote Russian gulag in Tunguska, Siberia where unspeakable experiments are conducted.

## TERMA: PART 2 OF 2 (4X10)

Imprisoned in the Tunguska gulag, Mulder is exposed to the alien biotoxin as part of a Russian experiment to find a cure for the "black cancer." Meanwhile, in Washington D. C., Scully learns more about the alien organism and faces a hostile Senate subcommittee investigation. The agents learn that the Cold War is not over.

## EL MUNDO GIRA (4X11)

A 19-year-old female migrant laborer is killed in the San Joaquin Valley of California by a strange yellow rain. Mulder and Scully discover another migrant worker who may be a carrier of an unknown enzyme, possibly extraterrestrial in origin, which stimulates massive fungal infections.

## KADDISH (4X12)

Members of an anti-Semitic gang are dying in mysterious ways. To find the truth, Mulder and Scully must explore the deepest secrets of Jewish mythology.

## NEVER AGAIN (4X13)

After reluctantly accepting an assignment out of town, a despondent Scully meets a single guy who seems to be having problems with his new tattoo (voiced by Jodie Foster). This is the first episode which aired out of order — filmed before, but aired after "Leonard Betts" (see following entry).

## LEONARD BETTS (4X14)

The corpse of a man decapitated in a car accident disappears from a hospital morgue. Mulder and Scully discover that the man, Leonard Betts, is able to regenerate cells rapidly to grow back lost body parts — even a head. In order to do this, however, he must feed on cancer. When Betts attacks Scully looking for "something he needs," she faces a blunt realization.

## MEMENTO MORI (4X15)

Scully learns she has inoperable cancer — the same type, a nasopharyngeal tumor, that killed a group of other female UFO abductees. While she undergoes radical treatment, Mulder works with the Lone Gunmen to infiltrate the inner workings of the conspiracy behind her disease.

## UNREQUITED (4X16)

The murder of a Marine Corps general brings Mulder and Scully to Fort Evanston, Maryland, to investigate. They uncover ties to a radical paramilitary group, the Right Hand, which claims to have liberated a POW abandoned in Vietnam by his superiors. The prisoner, a former member of an elite Green Beret detachment, has returned to the United States to seek revenge, eluding detection by using a special talent for manipulating the sight of others.

## TEMPUS FUGIT: PART 1 OF 2 (4X17)

Flight 549, an airliner carrying 134 people, crashes into the woods near Albany, New York, killing all passengers including the former UFO abductee, Max Fenig. Mulder suspects a conspiracy to kill Fenig, who claimed to be carrying a package containing physical proof of the existence of extraterrestrial life. He also suspects that a massive cover-up is underway, a belief verified by a military air traffic controller who witnessed the incident.

## MAX: PART 2 OF 2 (4X18)

As Mulder seeks evidence of alien and government involvement in the crash of Flight 549, he finds a second crash site in nearby Great Sacandaga Lake. His discovery triggers a massive military disinformation campaign — and the deaths of several friends and colleagues.

## SYNCHRONY (4X19)

Time travel may be the key to solving several baffling murders on the campus of the Massachusetts Institute of Technology.

## SMALL POTATOES (4X20)

Mulder and Scully investigate several bizarre births in a small Southern town.

## ZERO SUM (4X21)

Skinner makes a deal with the Cigarette-Smoking Man to prevent Scully from dying of cancer.

## ELEGY (4X22)

Several young college-age women have been murdered in a single six-block area of Washington, D. C. Their prime suspect is a mentally disabled man, Harold Spüller, who has been beset by a series of frightening apparitions.

## DEMONS (4X23)

After experiencing a series of blackouts and seizures, Mulder believes he may be gaining new insights into Samantha's abduction. However, while taking his inner journey, he may also have unknowingly killed two people.

## GETHSEMANE: PART 1 OF 3 (4X24)

When a Smithsonian forensic anthropologist claims to have discovered the 200-year-old body of an E.B.E. (extraterrestrial biological entity) frozen in ice in the Yukon Territory, Mulder and Scully pursue the story. What they find is shocking: An assertion that their work in The X-Files is merely part of a complex scheme to promote false beliefs in alien life, diverting attention from the dubious practices of the U. S. military.

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